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Dungeons & Dragons

COMPLETE FORGOTTEN REALMS KINGDOM INSIDE!

30 YEARS OF DRAGON

Dragon®

ISSUE 346 · AUGUST 2006

THREE DRAGON ANTE
YOUR NEW D&D CHARACTER IS IN THE CARDS!

EXPLORE PELOR
GOD OF HEALING AND LIGHT

ECOLOGY OF THE RUST MONSTER

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Dragon

VOL. XXXI NUMBER 3

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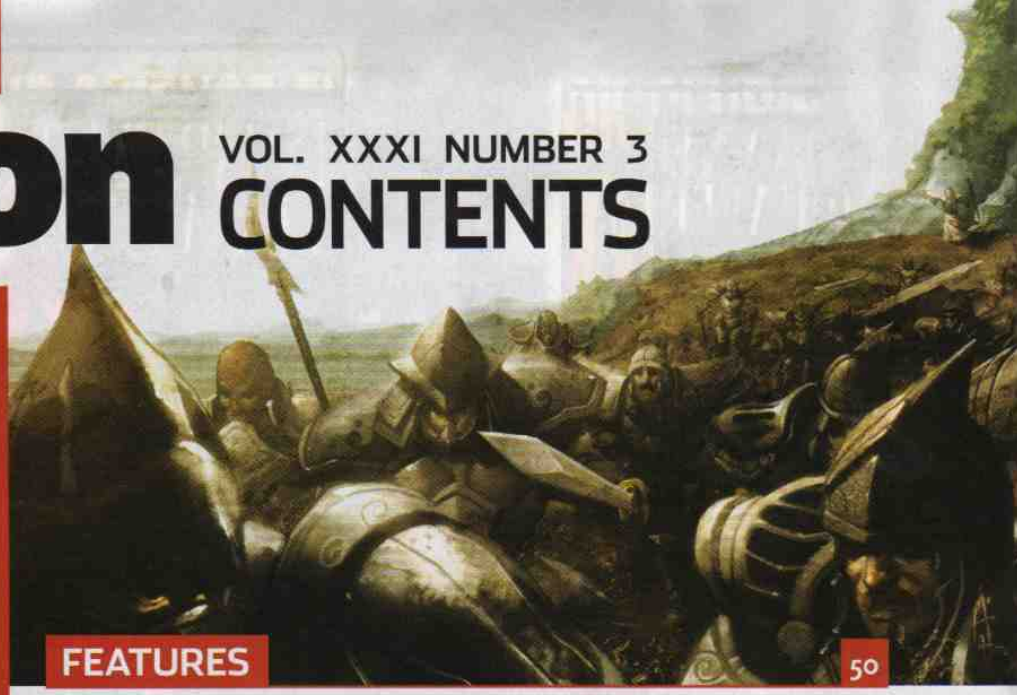

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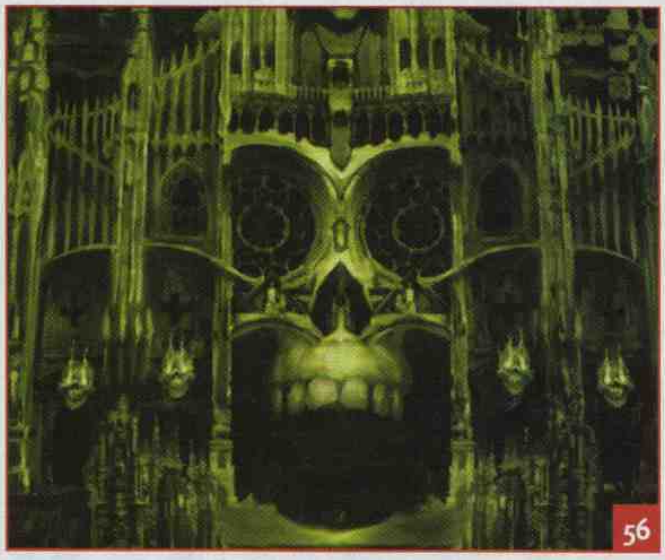

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BEE & BEE

On a recent Friday morning I awoke from slumber to the sound of my alarm clock radio blaring the morning NPR talk show. The dull, pedantic discussion of organic gardening and local politics is usually enough to jar me out of bed and into the shower, but sometimes the program is so interesting that I can't resist staying under the covers for a while to listen. On that Friday, the topic was near and dear to the heart of any editor, for the show was conducting its annual "Spelling Bee of the Air."

Still groggy from the evening's slumber, I didn't dare call in and set myself up for public humiliation. Instead I decided to stay put, laughing at the bozos who misspelled simple words while slipping in and out of sleep. As the show continued, however, I began to detect a theme.

"The next word," said the host, his voice pregnant with anticipation, "is 'sorcerer.'"

Not only did I know that one literally in my sleep, but I correctly guessed that the caller would misspell it by putting an "o" at the end. That's one of the most frequent errors I fix in submissions and letters to the editor, so it was no surprise when the caller botched it exactly as I had predicted.

What was a bit of a surprise, however, was the sheer number of spelling bee words that I knew because I had learned them directly from Dungeons & Dragons. After "sorcerer" came "acolyte," "apotheosis," and "sapphire." Thanks, D&D, I thought while sitting up and wiping the sleep from my eyes.

The trend continued when I returned to my room from the shower. "The next word is 'sconce,'" came the voice from my radio, and I began to think more seriously about the influence of D&D on my vocabulary and my love of the English language. As a caller from my Seattle neighborhood of Ballard struggled to spell the word "jerkin," I thought about all of the words D&D had taught me, and how learning the game helped me to become a better reader and, ultimately, a better professional editor.

I was lucky enough to come to Dungeons & Dragons as a young child in grade school. The first edition AD&D tomes I fell in love with back in the early 1980s didn't pause to explain themselves to young readers, so I often kept a dictionary with me as I attempted to make my way through Gary Gygax's occasionally grandiloquent prose. The ability to communicate effectively with a strong vocabulary is the best gift D&D ever gave me, and I am forever in debt to the game's influence on my reading and writing life.

Flipping through the *Dungeon Master's Guide* reminds me of the textual treasures hidden within. I've included 60 such words in the sidebar below, but I could easily have provided 100 or even 200. No one wants to play *Scrabble* with me, in large part thanks to words I learned from D&D. Looking at my old books now, I've even come across a few words I don't know as a 31-year-old adult. A bastinado is a beating with a stick or cudgel, especially on the feet. A firkin is a small wooden barrel or covered vessel. A hassock is a thick cushion used as a footstool or for kneeling. Who knew?

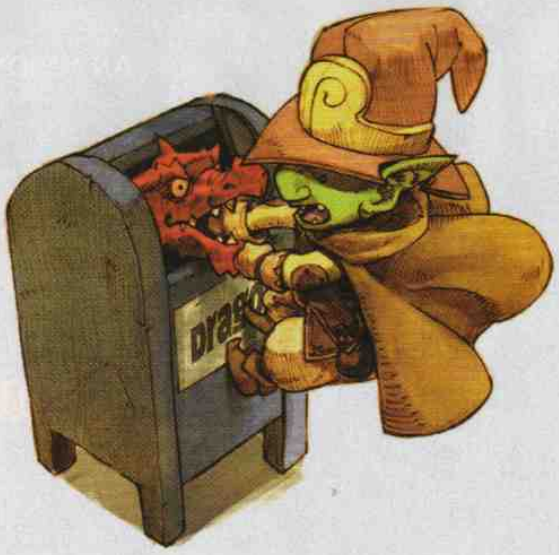
On the radio, the Spelling Bee of the Air ends in a draw on the word "redoubt." I probably don't need to tell you that a redoubt is a small, temporary defensive fortification. You already know that, of course, because you play D&D.

Erik Mona
Editor-in-Chief
erikm@paizo.com

60 Words I Learned from D&D

Antipathy, armoire, aviary, azure, bas-relief, beguile, bestiary, bracers, brazier, bulbous, censer, cistern, clairaudience, clairvoyance, codex, coif, contagion, cresset, dais, decanter, dervish, enervation, ethereal, evocation, ewer, fresco, gangrenous, gynarchy, incendiary, inestimable, invocation, libram, melee, mnemonic, ochre, oubliette, periapt, philter, phylactery, portcullis, prehensile, prescience, prestidigitation, puissant, pyrotechnics, resilient, ruffian, scarab, scintillating, sepia, sequester, shillelagh, simulacrum, sylvan, talisman, tureen, unguent, vestibule, whetstone, zealot.

SCALE MAIL



Tell us what you think of this issue. Send an email to **scalemail@paizo.com**. Please include your name, city, and state.

GOO GRIPES

I'm a long-time reader, and this is my first letter to DRAGON, so it saddens me that it has to be a bad one. Now, I generally do not mind the number of ads printed in DRAGON—I know they keep costs down (important for a student!) and at least one per issue is something I'm interested in investigating further, sometimes even buying. But in your latest issue (#344) you went too far. As well as the printed ads were three cards—one for a DRAGON subscription (which I already have, and will certainly keep), one for Monte Cook's *Ptolus: City by the Spire* campaign setting, and one for the Sci-Fi Book Club. The latter two were attached—one by a perforation, for easy removal, and the other with sticky goo. And now, sadly, my picture of the Empress Eriadna, and her related text, is torn, thanks to the sticky goo. So my one little gripe with your magazine is not that there are adverts in it. I'm cool with that. Only, please don't put them in with *sovereign glue* unless you're going to include trial-size bottles of *universal solvent* too.

Robin
NJ

Sorry issue #344 put you in such a sticky situation, Robin. The key to removing items stuck to the magazine with the "sticky goo" is to pull them away very slowly. After receiving a few complaints about this issue in particular, we ran a "field test" here at the Paizo offices, removing a handful of the cards both quickly and slowly. The slow removal worked with minimal or no damage to the magazines, but the quick-and-dirty method resulted in some torn pages. We will continue to investigate better options for sticking stuff to the magazine.

FICTION OVERLOAD

First off, I'd like to say that I generally love DRAGON magazine and have for the past couple years. However, the latest issue (#344) was a disappointment. There were far too many stories for my tastes. Twenty pages and three different stories strikes me as being too much for a single issue of DRAGON. I can see one short story in an issue... maybe two. But three? Not at all what I'm reading your magazine for.

Pat Berger
Via Email

You're far from alone in having this response to issue #344, Pat. For my money, responses like yours really go to show how much the magazine has changed over the years, for both "The Wizards Three" and "The Voyage of the Princess Ark" aren't really short stories at all, but are rather fictionalized columns, a type of article that used to be much more common in DRAGON. As part of the magazine's 30th Anniversary, I wanted to "resurrect" a couple of these columns as a nod to DRAGON's rich history, and I never really thought of them as fiction per se until the reviews started pouring in. I think the problem, at least in part, is that the issue just had too much of this type of content and not enough rules content. Good thing we didn't go back to the classic "Ecology of" format for that issue. Old installments of that venerable series often included no rules whatsoever! In any event, thanks for the comment, Pat. You can be sure that future issues of DRAGON will contain a good deal less fiction than our special anniversary issue, and that the content mix in #344 was a one-time-only event.

KNOWLEDGE CHECK

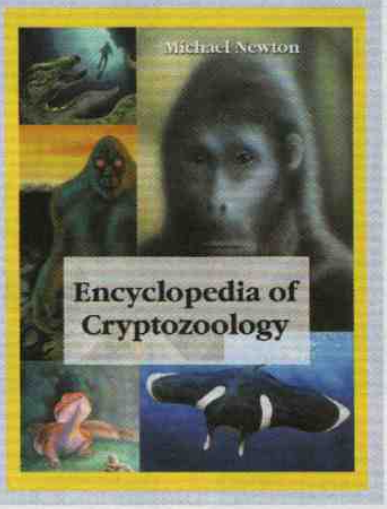
Question: How large is the largest dice collection in the world?

KATRINA CARE, PART 1

I had sent an email just following hurricane Katrina about a friend of mine from the suburbs of New Orleans. His house is down to nothing but studs on the inside, but the thing that seemed to hit him the worst was the loss of his gaming books. For Christmas, we got him new copies of the three core books because we wanted to start up a new campaign. We started the game but were horridly low on dice, so what a great surprise to find a package in the mail from Paizo Publishing. Of course, dice are one thing, but the free *DRAGON Compendium* and minis were icing on the cake. Thank you very much from

DRAGON TALK

Back in issue #343, DRAGON and McFarland Press (mcfarlandpub.com) offered monster-minded sleuths the chance to win one of the most comprehensive bestiaries ever: the *Encyclopedia of Cryptozoology*. All of us here would like to congratulate Derek Marquart of Washington, Montana on winning last May's Cryptocontest and netting himself a copy of this massive book of real-world monsters. Thanks to all the readers who participated and check back here in the coming months for more chances to win exciting swag.



the beleaguered gamers down here in New Orleans.

Phillip aka Sleyvas
Via Email

KATRINA CARE, PART 2

I am the gamer that is mentioned above and was very surprised when my friend delivered your care package to me. As he said, I have started to rebuild my library of books (along with my home), but it stinks to have to always borrow dice on game night. So last week I registered on **paizo.com** and placed an order for dice. When Phillip walked up with today's package I was confused as to why my dice were delivered to his house. I was amazed when we opened the package and found the nice letter and a few books. The DRAGON *Compendium* was a very nice touch. I really want to thank **paizo.com** and everyone who also donated toward this. These little things are what I will remember instead of fighting with insurance and providing FEMA with documentation.

Duane
Via Email

Thanks for the kind letters, guys! We all watched in horror as the Big Easy got drenched and then abandoned by the government. Faced with all that depressing news and knowing that the disaster touched the lives of hundreds of our readers, we mobilized and turned the donations of hundreds of DRAGON *and* DUNGEON *subscribers and* **paizo.com** *customers into gaming care packages for hundreds of gamers. The whole effort was a testament not just to the generosity of Paizo's CEO, Lisa Stevens, but also to the spirit of friendship and community that permeates the gaming subculture. None of us are immune to natural disasters, but it's nice to know that a support structure exists that will keep us gaming through thick and thin!*

GORD WHO?

Normally, I don't pay much attention to the fiction in DRAGON. I perhaps read one in four fiction articles presented. So I wasn't all that happy to see three short stories in issue #344. Having said that, I am very happy to have read the stories.

Who is Gord? He's cool. I didn't know Gary Gygax could write like that. That was so cool. I want more.

And the *Princess Ark*. What imagery. I want more of this as well. What world is this? A floating city! Wand wielding palace guards! Now I like the lupin!

The Wizards Three story was all right. I could do without it, but please include another "Cities of the Realms" article by Ed.

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The Paizo staff has done such a wonderful job of listening to their audience. I can only hope there is enough love for the Gord and the *Princess Ark* articles to continue their presence in DRAGON.

Bloody Root
From the Messageboards

Gord the Rogue was the main character of two GREYHAWK novels published by TSR in the early 1980s: Saga of Old City and Artifact of Evil. After Gygax left TSR, his agreement with the company allowed him to continue Gord's exploits in a series of novels from New Infinities Productions, including Sea of Death, City of Hawks, Night Arrant, Come Endless Darkness, and Dance of Demons. The latter two volumes largely left the world of Oerth behind and concentrated on the politics of the Lower Planes. Gord subsequently appeared in a couple of Eternal Champion compilations from White Wolf and was featured most recently in DRAGON #344. We included him in our 30th Anniversary because the character originated in these pages back in DRAGON #100, which featured a ripping Gord yarn entitled "At Moonset Blackcat Comes."

*The Voyage of the Princess Ark series ran in DRAGON from issues 153 to 188. During its run, the series pushed the boundaries of the Known World (which would later become known as "MYSTARA"), and remained a popular feature for its entire run, inspiring a MYSTARA boxed set called Champions of MYSTARA (available as a $4.00 pdf download at **paizo.com**).*

The jury is still out on whether either feature will return to the magazine. Drop by our messageboards and let us know what you think!

WELSH REALMS

Attached is a photo of a village near where I grew up in South Wales. FYI, the small-but-loud Welsh language lobby forced the ridiculous expense of having all road signs in Wales to have both English and Welsh place names (even if they never had Welsh names to begin with).

Enough of the rambling, you might like the Welsh name of the village.

Julian
Via Email

30 YEARS

I started playing D&D in 1980, and I received my first issue of DRAGON in 1981. Over the years I have become an avid gamer and an avid reader of your magazine. I laugh at the comics, thoroughly analyze the articles, and use the supplements to enhance my game play. In other words, you guys put out a first class product. That was why I was totally surprised and disappointed to find that the much-anticipated 30th Anniversary Special was extremely weak!

The front cover with Tiamat was incredible! She was a much talked about force of evil for all gamers ever since she graced the pages of the original *Monster Manual*. So much so that she was a key villain in the old D&D cartoon. The red dragon is the King of all Evil Dragons, and almost the de-facto mascot of the D&D game, and Tiamat is the mother/god of all evil dragons!!! The only mentions of her in this issue was reference to her upcoming figure for the D&D Miniatures game, and how she had a consort that became a dracolich in an old module! I have never ever encountered a dracolich in all my years of play, yet you designate an entire article to their ecology!

Why was Tiamat ignored? She was actually part of the Mesopotamian Mythos, where she filled a similar role as the Midgard Serpent in Norse mythology or Apep in Egyptian Mythology. In past issues you have included articles dedicated to different gods, mythologies, demons, and the real history behind fantasy monsters. You missed an ideal opportunity to do this in your 30th Anniversary Special.

Tom Graf
Somerdale, NJ

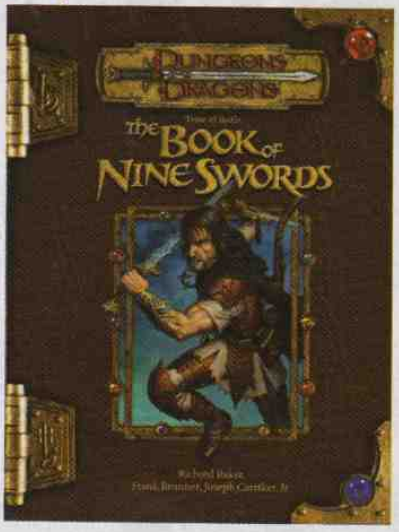
While we did at one time plan to have a Tiamat feature in the issue, we couldn't get it into publishable shape by the time we got to working on #344. I didn't think it mattered much, since DRAGON'S covers have historically reflected the issue's contents only every so often, and even then the connection is often thematic. An issue featuring articles about outdoor travel might feature an outdoor scene on the cover, for example. Since Tiamat is the Queen of Dragons, I thought it fitting to put her on the cover of our anniversary issue with or without a Tiamat article on the inside. I can certainly understand how Steve Prescott's wonderful image could have whetted your appetite for an article on the Chromatic Dragon herself, and I apologize for getting your hopes up.

That said, I've got to defend my friend the dracolich as a bona-fide "classic" element of D&D, as the concept has been around since first edition. Despite the fact that undead dragons have not played a significant part in your own campaigns, they feature prominently in the FORGOTTEN REALMS campaign setting and in both the Shackled City and Age of Worms Adventure Paths. They certainly deserved a spot in the issue, and I was very pleased with the Ecology article. Again, apologies that the 30th Anniversary issue didn't quite do it for you. Here's hoping for a better shot on the 31st! —Erik Mona

KNOWLEDGE CHECK ANSWER

Answer: While the *Guinness Book of World Records* lists Kevin Cook's collection of 11,097 dice as the largest in the world, Kevin hasn't rested since netting the record. As of April, 2006, Cook's hoard topped 17,000 individual dice. Check out the massive collection at **dicecollector.com**.

NEW RELEASES



The Book of Nine Swords seeks to release your PC's fighting spirit, allowing characters to learn one of nine new schools of combat. Designers Richard Baker, Matthew Sernett, and Frank Brunner channeled their *ki* to design new fighting styles like the stone dragon, the white raven, and the desert wind, with each distinct method being tied to a legendary weapon. Besides detailing these new techniques, the book includes new combat-themed feats, battle-mastering prestige classes, deadly monsters, standard classes tooled especially for combat specialists, and more.

Dragons of Faerûn reveals the secrets of some of the FORGOTTEN REALMS' most majestic and terrible inhabitants. Authors Eric L. Boyd and Eytan Bernstein shed light on the lives and plots of numerous Faerûnian dragons, as well as their lairs, traps, hoarded magic items, and spells, along with details and campaign ideas tied to the devastating dragon rage afflicting the Realms. Supplementing this book, a web enhancement with art and maps will soon be available at **wizards.com**, detailing the gloom-tainted City of Wyrmshadows, an area of the Underdark inhabited by drow half-dragons.

The largest DUNGEONS & DRAGONS *Miniature* ever made releases this month with the second *D&D Icon*, the terrifying Colossal Red Dragon. Originally sketched by David Wahlstrom, the final figure towers at 14 inches tall and approximately 13 inches wide, not counting its detachable clear plastic gout of flame. While perfect for any D&D campaign, the figure comes with several unique *D&D Miniatures* scenarios and a map of the beast's lair. Matthew Sernett confides, "It's a killer. It's going to eat most warbands for lunch and come back for seconds. You have to bring your best if you want to fight the Colossal Red."

NEXT MONTH IN DRAGON #347

The Lords of Elemental Evil
by Kevin Baase and Eric Jansing
The Princes of Elemental Evil: Cryonax, Imix, Ogrémoch, Olhydra, and Yan C Bin are back and ready to freeze, burn, crush, drown, and blow your players away.

Paraelemental Paragons
by Eric Jansing
Monoliths of ice, magma, ooze, and smoke dwell in the boundaries between the planes, waiting with their lesser brood to storm your campaign world.

Inner Planar Hazards
by Chad Dickow and Duncan Hanon
Everyone knows the plane of fire is not the safest place to travel, but few are prepared for the dangers lurking on the other elemental planes, including razorgrit storms, mineral mites, amber barnacles, and worse.

Plus!
Ecology of the Elemental Weird, Spells of Elemental Evil, Bazaar of the Bizarre, Class Acts, and comics—including The Order of the Stick.

reported by Shelly Baur, Mike L. Fiegel, and Amber Scott

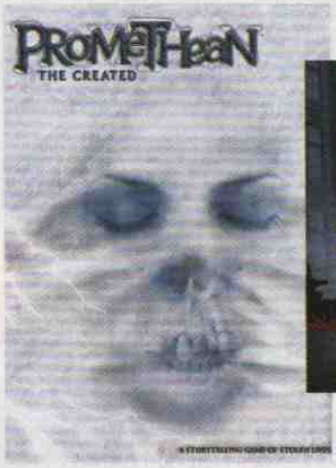
PTOLUS RELEASED, ANCIENT EVILS UNLEASHED!

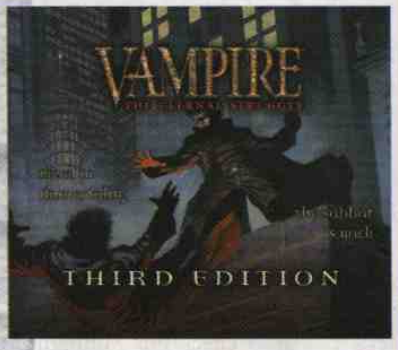
White Wolf and Malhavoc reveal a number of new worlds this month, starting with Monte Cook's newly released *Ptolus, City by the Spire* (**malhavocpress.com**). As the 672-page hardcover debuts at Gen Con, attendees can win a copy of the book in the "How Much Do You Want Ptolus?" contest. "Contestants hold a copy of the 6 pound book straight out," said Sue Cook. "The last one to be able to do so without having his arms collapse will win the book!" Other Gen Con events include a "Welcome to Ptolus" game, a group autograph session, and the opportunity for pre-order customers to pick up signed and numbered copies.

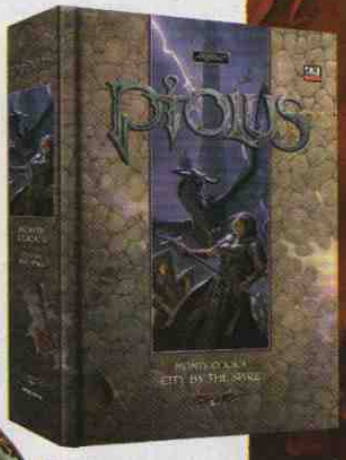
"Because it's mostly just one city, DMs can simply place it in an existing world with no disruption to their campaigns," said designer Monte Cook, adding that the setting represents a piece of history. "I developed it for my own playtests while working on the third edition rules." Ptolus tie-ins include an ongoing comic book series, pewter minis from Paizo Publishing (**paizo.com**), and a 96-page adventure, *The Night of Dissolution*.

The World of Darkness also sees a new addition with *Promethean: the Created*. This new nightmare reveals the world of golemlike Prometheans, ghoulish creations questing for reason and vestiges of their lost humanity.

Coinciding with its twelfth anniversary, the Third Edition of the *Vampire: The Eternal Struggle* collectable card game features over 100 new cards and four starting decks. The game, designed by Richard Garfield (creator of *Magic: The Gathering*), is designed to allow both novice and veteran players to pit their vampire clans against one another.

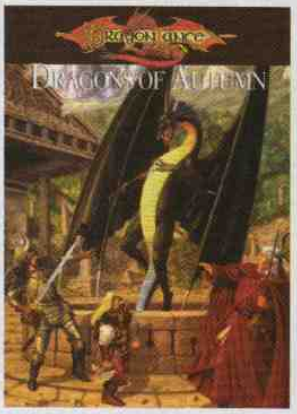






WORTH THEIR WEIGHT IN GOLD

A fast-paced strategy game of miniature nightmares, Wizards of the Coast's *Dreamblade* releases this month. Designed by Jonathan Tweet, Rob Heinsoo, and others, the game presents "...a setting that's as wide open as your imagination, that pulls out all the stops to make minis the likes of which people have never seen before," Jonathan explains. Prep for the $20,000 tournament running at Gen Con with the virtual set available at **wizards.com/dreamblade**, or pick up the actual starter sets containing 16 randomized minis from the full 96 minis set—the largest set produced by Wizards of the Coast. Throughout the year, there'll be a slew of cash prize tournaments culminating in the $50,000 Championship at Gen Con 2007.



DRAGONS OF AUTUMN

Replay the classic adventures of the Heroes of the Lance with *Dragons of Autumn*, the first in a series updating Tracey Hickman, Douglas Niles, and Michael Dobson original DRAGONLANCE adventures. Writers Clark Valentine and Cam Banks followed the original story arc while integrating material from the classic novel *Dragons of Autumn Twilight* and the new trilogy, The Lost Chronicles. Start as either four 7th-level or eight 5th-level PCs created with several Heroes of the Lance-style archetypes. Alternatively, PCs can actually play as the Heroes of the Lance using their included stats.

TOKKEN OVERLOAD

Previewed at Origins, this month Fantasy Mint releases the full line of their *Tokkens* collectable d20 magic item accessories. These metal cards each display a magic item's picture on one side and the item's game statistics on the other, with additional, easily searchable information available from **tokkens.com**. Each pack comes with common and uncommon items, and at least one rare magic item, with rarity determined by the item's gold value. The four sets initially planned contain four hundred cards, released in random packs of five, twenty-five, and one-hundred twenty-five.

SOUND OF DELIRIUM

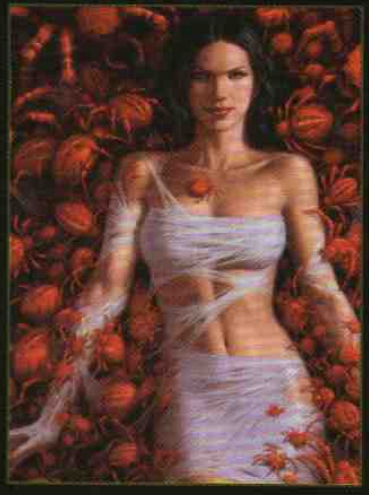
Midnight Syndicate (**midnightsyndicate.com**), creators of the *DUNGEONS & DRAGONS Soundtrack*, partner with Goodman Games (**goodmangames.com**) to create *Dungeon Crawl Classics #34: Cage of Delirium*. With a cover by classic D&D artist Erol Otus, the module explores the haunted history of a ruined asylum, with many encounters tied to the included CD soundtrack, *Gates of Delirium*. "The CD has been carefully integrated into the game play," said Ed Douglas of Midnight Syndicate. "It's a truly unforgettable roleplaying experience."

Also check out Midnight Syndicate's new CD, *Out of the Darkness*.

BRING OUT YOUR DEAD!

Return to one of the most dangerous dungeons ever built and face the master of the undead in Necromancer Games's (**necromancergames.com**) *Rappan Athuk Reloaded*. This expansion to the original three *Rappan Athuk* adventures—together touted as "the world's deadliest dungeon"—includes the three core adventures along with three-dozen new dungeon levels and a massive wilderness expansion, all updated for the revised ruleset. Presented as a 384-page, 3-book boxed set, *Rappan Athuk Reloaded* has a limited print run of 1,000 copies, many of which will be available at this year's Gen Con Indy.

THIS MONTH IN DUNGEON #137



Siege of the Spider Eaters

by Tim and Eileen Connors

The village of Haven-Fara has been overrun with spiders forced out of their nearby lair. Now, the horrible arachnids have encased the village in webs. Yet could this spider problem be merely a symptom of something worse to come? A D&D adventure for 1st-level characters.

Tealpeck's Flood

by Peter Vinogradov

Decades ago, the powerful wizard Tealpeck made a blood pact with the pit fiend Ibex. Now, someone must find a way to undo this folly before Tealpeck's lone descendant inherits a terrible fate. A D&D adventure for 6th-level characters.

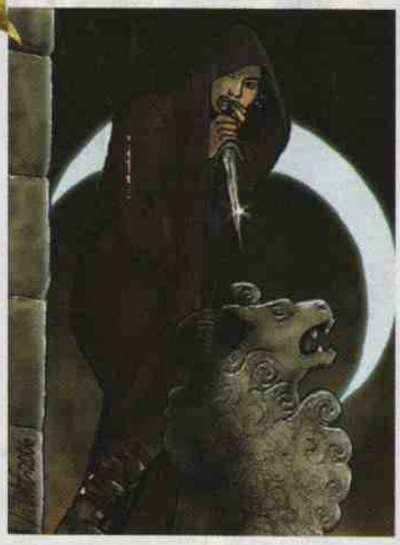
Man Forever

by Jason Nelson-Brown

Lord Chauve-Souris gave up the adventuring life for that of a noble, yet something still haunts him from those early glory days. Rumors that he's actually a vampire have set the region on edge, and civil unrest now threatens a revolt that could devastate southern Impiltur. A FORGOTTEN REALMS adventure for 16th-level characters.

GODS AND MONSTERS

HorrorClix, the latest from WizKids (**wizkidsgames.com**), lets you take on the role of dozens of monsters, from gothic icons to Cthulhu himself—this year's massive Origins and Gen Con exclusive. Players can customize their powers and choose to either protect the innocent—or eat them! Each starter set includes six figures and twelve victims, with boosters and collector's sets allowing players to add figures like the Headless Horseman and—coming in December—characters from *Alien Vs. Predator*. "In a recent online poll, *Alien vs. Predator* won hands down," said WizKids CEO Jordan Weisman. "We're thrilled to bring the terror and excitement of *Alien vs. Predator* to the *HorrorClix* gaming experience."



YOU ARE GRANTED 1D4 WISHES

Along with Ultimate Power and the Pocket Player's Guide for thier Mutants and Masterminds line, Green Ronin (**greenronin.com**) debuts their new *Deck of Many Things* at this year's Gen Con Indy. A full-color deck corresponding to the famous D&D artifact of the same name, the set's twenty-four cards are illustrated by Eliane Bettocchi, with familiar choices like the Donjon, the Moon, the Void, or the Rogue (featured above, and which immediately turns one of your friends against you). "[Eliane] did great work for us on our *Blue Rose* RPG and her style is perfect for this project," says Chris Pramas of Green Ronin.

SPELUNKING SET

Dwarven Forge's new Cavernous Lake set features twelve hand-painted, polyresin miniature terrain pieces, customizable to depict any briny depths a DM might need. "This is Stefan [Pokorny]'s finest sculpting work," says Jeff Martin, president of Dwarven Forge. "The level of detail is amazing." Dwarven Forge is offering one free open water piece per preordered set, as well as $40 off the order if a customer preorders three or more sets. In addition, preordering a Cavernous Lake set nets a customer three free 25mm, prepainted polyresin lizardmen ambusher miniatures—complete with blowguns and ripples to appear as though they're striking from the water.

RPGA REPORT *by Ian Richards*

In a joint celebration of D&D and the release of the new *Expedition to Castle Ravenloft* adventure, join us at retail stores all over the world for this year's World Wide D&D Game Day. As with previous years, Wizards of the Coast marks this annual occasion with a specially designed kit to help both stores and individual DMs take part in this special event.

Last year saw more than 20,000 players take on the drow, one of D&D's oldest threats. This year sees would-be adventurers pitching their guile and brawn against the chilling denizens of gothic Castle Ravenloft. In true classic style, players once again plunge through the mists to face terrifying traps and horrific foes—none more so that the dreaded vampire, Count Strahd Von Zarovich.

Yet no good dungeon delver would meet a challenge without the chance for treasure. Therefore, as part of the Game Day tradition, we've prepared a number of special rewards, like a promotional miniature from our *D&D Miniatures* line, a unique Game Day D&D campaign card, and sample locales from the upcoming *Dungeon Tile* product (premiering at Gen Con this month).

If you want your local game store to take part in this year's D&D Game Day's activities, just have them contact us at **dndgameday@wizards.com** with the store's name, full address, telephone number, and a contact name. Soon after, we'll list these participants on **wizards.com** and send out this year's adventure kits. Once you know where to play just show up with your lucky dice and we'll supply the rest! More details are available at **rpga.com** and at **dndgameday.com.**

PELOR

BY SEAN K REYNOLDS

illustrated by Andrew Hou • cartography by Rob Lazzaretti

Pelor is the life-giving sun, a source of healing, warmth, positive energy, and strength against the darkness. Known throughout the world by many different names, he rides a great ki-rin, summons flights of eagles, and destroys evil with bolts of brilliant sunlight. Pelor represents the healing and positive aspects of warmth and sunlight for all creatures, as well as the unrestrained energy of the sun, focused upon those who blight the world. In his presence, the injured and sick are comforted and nourished, and even powerful creatures of darkness evaporate into nothingness. Constant and timeless, Pelor is more patient than the sea and more durable than the mountain, knowing that he will return the next morning to deal with unfinished business.

Throughout much of history he was perceived as a gentle and peaceful god, but recent events on Oerth have changed him, making him a more martial deity. Now he brings his wrathful light to bear against those who succor evil and darkness.

Pelor (PAY-lor) is an ancient deity, who represents the energy of the sun and all the powers that energy brings to the world: warming the day, nourishing plants, comforting the cold and sick, and banishing darkness. Although he is not an embodiment of the sun itself, he steers the sun on its course through the sky, directing its energy to where it is needed and protecting it from forces that would try to divert or snuff it. As the helmsman of the brightest object in the sky, Pelor is known by all the beings that walk the surface of the world and feared by those that hide beneath it. He is a mighty god who administers to others with a gentle hand. He is unabashed in his belief in the cause of good and is indifferent to the squabbles between law and chaos—as long as good prevails.

Second only to his role as the sun god is Pelor's place as a god of healing. His churches are generous with their time and energy, feeding the hungry and healing the sick even if the recipient is in utter poverty. Just as the sun's light spills over all, Pelor teaches that healing should go to those who need it and that tending the sick and hungry is a good and noble cause. This belief makes the church very popular with the underprivileged of the world.

Pelor is also a god of light, although this aspect is often eclipsed by his primary role as a sun god. In truth, any light on Oerth is in some way a reflection or recreation of the sun's power, therefore representing Pelor. The faithful come together in times of actual or spiritual darkness to find comfort in the light, whether a candle, lantern, or campfire. Oddly, most of Pelor's faithful ignore moonlight as an aspect of their god, although his druids honor the moon in some of their ceremonies. Whether this deliberate avoidance is merely custom or the result of an arrangement between Pelor and Pholtus (see Relations With Other Core Religions) is unknown.

THE BASICS

Pelor is a neutral good deity. His clerics are almost evenly divided between chaotic, neutral, and lawful, with slightly fewer chaotic and more lawful. His druids are always neutral good. Priests of the faith normally wear white or undyed clothing, perhaps with a yellow stole, preferring simplicity in day-to-day wear. Ceremonies and holy days call for pale or bright yellow cloth, often with a yellow or gold chasuble decorated with great rays radiating from the wearer's neck. Pelor's symbol is a golden sun-face with many rays extending outward, representing Pelor's infinite reach. This is normally worn as an amulet but some sects prefer it as a device on a headband or even on a broad belt. He is also called the Sun Father and the Shining One. His planar realm is on Elysium, a place where the sun shines warmly and all things grow rich and green. His portfolio is the sun, light, strength, and healing. He is worshiped by the people of many races (humans in particular), professions, and classes. His domains are Good, Healing, Strength, and Sun. His favored weapon is the mace.

HOLY TEXTS

Most clerics of Pelor are, at the very least, familiar with the first of these two holy texts, while the second is commonly required reading for all young acolytes.

In the Sun Father's Hand: This controversial work, written about 120 years ago, is only accepted by a handful of churches as an authentic document of the faith. Born in a small village, the author was a woman named Tephos who realized at a very young age that Pelor had invested her with his spirit and that she was in fact his chosen representative on Oerth. She performed many miracles, cured an entire town of plague by herself, and penned unusual insights about Pelor's faith before vanishing in front of her disciples in a burst of yellow light. Most branches of the church consider her a deluded woman with a gift for channeling divine power but discount her written revelations as socially-motivated propaganda penned by her students. Tephos's book proposed communal property, a return to a more natural uncivilized state, and a decreased reliance on clerics, focusing instead on direct intervention by Pelor in response to the prayers of the faithful.

The Light of Pelor: This is the most common version of the Pelorian holy text. It starts with how Pelor created the sun and allowed his light to warm the earth so plants could grow and thrive. From there, it tells how he instructed the first peoples of the world, how some of them turned against his teachings, how this darkness of spirit rose and fell over time, and how good folk resisted the darkness by embracing goodness and gaining strength from their faith in Pelor. Alternative versions exist where Pelor is the sun itself, rather than its creator, or include stories how he tried to win back those who turned against him. These are but minor differences and for the most part any copy of this book is fully accepted by any member of the faith as a true account of Pelor's religion. Certain rare editions have extensive gilding on the cover and interiors, but most are very simple (and no less adored for it). Those who can afford it pay the church to give the book a sunlike glow when it is closed and use the book to illuminate the common room of a home with Pelor's light.

Pelor is a god of strength, although not specifically in a physical sense like that of Kord. Pelor's strength is also a spiritual strength, the power of will and hope, the need to combat evil in the face of insurmountable odds because it is the right thing to do. It is Pelor's holy strength that gives paladins the courage to ignore all fear. Backed by this strength, his devout clerics willingly sacrifice their lives to defend others for the greater good. Young clerics march into certain doom, assured by their faith that good will prevail. Old women take up arms to protect their grandchildren with a spark of this strength. This strength can manifest itself in physical ways, but usually it is an invisible steel that strengthens the spirit against the weights that evil and darkness place upon it.

Pelor's great power and patience make him and his faithful less likely to turn toward zealotry. His is a moderate faith concerned with addressing suffering and has only recently rallied to champion the cause against evil. While they see the need for going out and actively campaigning against the darkness, they understand it is possible to swing too far in that direction and ignore those at home who need help (some would point at Hieroneous as an example of this). Such blind devotion to a cause can do more harm than good (as the too-common fanatics of Pholtus prove). When evil is not knocking at their doors, Pelor's faithful are content to feed the hungry, clothe the naked, and heal the sick, knowing good begets good more quickly than does destroying evil. This is not to say his church avoids fighting evil, only that his clergy are unlikely to sponsor a war or crusade when so many needy folk suffer at home. Long established as a god of peace and aid, the destruction caused by recent mortal wars on Oerth has convinced Pelor to take a more proactive role, bringing the paladin Mayaheine (see sidebar) from another world and elevating her to demigodhood as his war-champion on Oerth. His new perspective has brought many new worshipers to his faith. The idea of a peaceful healer god who goes to war only when he must is very appealing to soldiers attempting to find their way after long conflicts.

Pelor is depicted as an old man in white clothes that vary by local traditional style, but are usually loose and flowing. He is tall and strong despite his apparent age. His hair and beard are wild and made of shining gold. The light of

PROMETHEAN
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With wonderful skill, he carved a figure, brilliantly, out of snow-white ivory, no mortal woman, and fell in love with his own creation.
– Ovid

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the sun shines in his eyes, but not so brightly that you cannot look into them and see the kindness there. A stylized version of his face (with the hair and beard extended like rays of sunlight) is his holy symbol, and in some religious art that shows the sun, this symbol or his actual face is used instead of a simple yellow or gold circle, as if the god himself were watching over the scene. Mortal artists show him as looking like a member of their race, although usually looking weathered and tanned (or heavily freckled in the case of fairer races). Those faithful who have seen him directly or through a vision confirm this resemblance to their own race, and it is likely that this is just an aspect of his power and well-spread faith. His mount is the great ki-rin (see *Oriental Adventures*) named Star Thought, a friend of Pelor's since ancient days and a hero of all ki-rin. He is served by eagles, giant eagles, and celestial versions of those creatures.

Pelor's church is mainly concerned with helping those in need and only secondarily with battling evil. Although they are willing to help those who are truly needy, they are not fools and won't be taken advantage of—those who can afford to pay for the church's services are expected to do so. Likewise, they do not have to help evil creatures, enemies of the church, or foes they encounter in battle. For example, a well-known blackguard is unlikely to receive healing from the church if his injuries are not life-threatening, especially if he brags of the heroes and innocents he has slain (although if he arrived mortally wounded they would minister to him in the hopes that he might be inspired by their good deed and turn from evil). Pelor's church receives donations from those they helped in the past (in the City of Greyhawk the church is secretly

backed by the Thieves' Guild, as many young thieves remember days living in the street and the help given by the church). They actively solicit donations from the wealthier folk in town (which often causes grumbling among the local nobles). In larger towns where more people need help, rare is the night when a city cleric goes to bed with any spells uncast.

Because his faith is openly practiced, well-accepted, and provides services for the masses, most of Pelor's temples are in settled areas where priests can easily minister to the people who live nearby. His clerics see little point to building temples in far-off places where they can't actively help anyone, so remote sites of significance to the church (such as visitations by Pelor or the occurrence of unusual miracles) are usually just small shrines, sometimes with a hermit living nearby to tend to it and speak to pilgrims. Because the temples take in foundlings left at their doors, it is not unusual for one or more children to be raised at a temple, with some of them growing up to become clerics, paladins, or even monks. Temple attendants are quite familiar with the settlement outside their temple's walls, for the church does not believe in cloistering away the clergy from the people they should be tending.

For practical and thematic reasons, clerics of the church tend to wield maces or staves. Weaponsmiths can easily craft sunburst-shaped mace heads, making them favorites among the clergy. Likewise, staves are simple weapons, and owning a *staff of healing* is a mark of honor to many clerics (Pelorian *staffs of healing* usually have a golden sunburst on top and golden runes instead of silver). Circlets and headbands with sunray designs are also common, although some conservative members of the church refuse to wear them because such items resemble the ceremonial gear worn by high clerics (and these conservative clerics don't wish to cause confusion or impropriety).

Services to Pelor are straightforward and involve singing hymns, communal prayer, and the dispensing of alms to the needy. Those doing penance for the church normally give aid to others, sponsor or participate in the building of public works that benefit the community (such as fountains of clean water, sewage systems, and so on), or solicit the wealthy for funds to help the poor and homeless. Donations of other sorts (such as food and clothing) are also welcome, and because of this many poor in major cities are remarkably well-dressed (although with patches and worn spots) wearing cast-offs from the fashionable elite.

APHORISMS

The everyday sayings and adages of the faithful tell a great deal about their beliefs and morals. The samples here represent the many sayings common to clerics of Pelor.

All light comes from Pelor. Whether referring to actual light or a metaphor for spiritual power and goodness, the church teaches that Pelor is the source of everything positive in the world: warmth, affection, mercy, life, and light. Although other deities might focus on one or more of these aspects (and should be commended for it), they teach only a fraction of the true source. This belief irritates some members of other faiths but goes far to keep Pelor's worshipers tolerant of other good religions—after all, they're just serving a part of Pelor.

Bring strength to the weak; destroy those with dark and evil hearts. For many generations this phrase contained only the first part. It is only in recent years that the latter was added to show Pelor's change of heart (as revealed in a vision to a senior cleric). The first part is one of the key elements of the faith, and rather than making a separate aphorism the cleric was directed to modify this one to show how important this new idea was to Pelor and thus the faith as a whole. This shows that the old ways are still the most important (as they are listed first) but the new teaching is valid and significant.

A starving man is not a wise man. This phrase sums up the church's philosophy of giving to the needy—a man with an empty belly might choose to do something foolish or evil just to survive—something he would never do if he were well-fed and content. This phrase is spoken hundreds of times on Midsummer's Day as the priesthood hands out cups of soup, loaves of bread, and mugs of fresh water.

A CLERIC'S ROLE

Pelor's clerics are usually quiet, kindly people with resolves of steel. They are primarily nurturers and protectors, but when the time comes to bear arms they are not afraid to do so. They use their powers to heal, nourish, and otherwise aid the needy, while practicing the skills necessary to protect their charges should they be threatened. As his clerics spend several years in seminary training, they are familiar with the church's charitable works and are used to devoting some of their daily time to helping others. Anyone who dislikes such activity usually leaves the church before becoming ordained as a cleric.

Clerics of Pelor pray at dawn, preferably in the light of the sun's rays or facing the sun's direction, if actually seeing the sun is not possible. Other than following the

tenets of the faith, his clerics are free to move about as they see fit, using their powers to aid others and to smite the forces of evil and darkness. As most of them have ties to a particular community, many go their entire lives without traveling more than a day's journey from that place, but some—particularly younger ones—might wander for several years before settling down.

Most clerics are emotionally and spiritually invested in their chosen communities and have ranks in a Knowledge skill such as history, local, or nobility and royalty. Experienced clerics usually have a wealth of knowledge about their home area and become respected members of their community for their ability to untangle snags between warring families and such (particularly those clerics who learn the Diplomacy skill). Clerics are expected to be reasonably practiced with the Heal and Knowledge (religion) skills.

The church teaches that the champions of good should be strong with the light and unafraid to challenge and strike down the forces of darkness, corruption, and evil. The clergy also teaches the faithful to avoid extreme zealotry and that it is particularly important for Pelor's clerics to prevent the layfolk from steering too close to that pit. This philosophy is partly responsible for the slight preponderance of neutral good clerics in the church. Some of the conservative members of the church frown on the "extreme" philosophies of chaotic good and lawful good, although they are a minority and the remainder of the church is very accepting of different philosophies as long as they remain true to the concept of good.

Pelorian clerics avoid the use of spells with the darkness descriptor unless absolutely necessary and strongly frown upon spells that channel negative energy (including *inflict* spells). The church forbids the use of spells and magic items that create or aid undead.

RELATIONS WITH OTHER CORE RELIGIONS

Pelor's church has very friendly relations with almost every good church and quite a few neutral ones as well. The clergy has the strongest ties to the church of Mayaheine, of course, followed closely by those to Rao (Oerth's god of peace, reason, and serenity). Other allied churches include Hieroneous, St. Cuthbert, Pholtus (a rigid-minded deity of light and celestial bodies, who often acts more neutral than good), and Tritherion (a commoner's god of liberty and retribution). As Pholtus and St. Cuthbert's followers often butt heads on which religion is the authority on lawful thinking, Pelor's clerics often have to mediate disputes between those two faiths.

Pelor's followers oppose all evil faiths and avoid neutral ones with

MAYAHEINE

Mayaheine (MY-uh-heen) is a young goddess, dedicated to those seeking or granting protection in times of conflict. She is an ascended paladin of Pelor, brought here from another world to help fight the powers of darkness and evil that gained prominence in the Greyhawk Wars. Portrayed as a strikingly tall woman of about 30 years with blue eyes and golden hair, she wears silvered full plate and carries a shield and bastard sword. The shield, Hope's Champion, is said to turn back evil magic upon its source, and her sword Triumph stuns fiends and tyrants with its merest touch. Her holy symbol is a shield inscribed with a great sword and sunburst, flanked on each side by a golden sphere and a victory rune. While she is a fine warrior, she is above all a protector. Her church has flourished since her arrival and many tales credit her with distributing devices of magical protection to those in need.

Mayaheine's primary doctrine is the protection of those in need. For good to survive it is necessary to defend the weak and innocent. Bravery, strength of mind, and perseverance in times of hardship or danger are virtues, and adherence to the concepts of justice, fairness, and righteousness are essential. Obedience to Pelor the Sun Father is as important as devotion to the Shield Maiden. Any sacrifice is worthwhile if it saves enough lives or spares them from the horrors of war. Just as Mayaheine traveled a long way to aid the world, it may be necessary for the faithful to travel far to uphold her word.

Clerics of Mayaheine train themselves and others in self-defense, of both the unarmed and armed varieties. Those in frontier areas or other places where strong defenses are needed help build town walls and other protective fortifications. Many of them take on the mantle of leadership in these communities, their devotion to justice and good making them excellent judges. They travel to prove their bravery, right wrongs, and to destroy strongholds of evil. This faith sponsors many paladins and is friendly with paladins of other faiths as well. They are always respectful of clerics of Pelor, for their religion wouldn't exist if not for the wisdom of the sun god.

Alignment: LG. **Domains:** Good, Law, Protection, War. **Favored Weapon:** bastard sword.

goals counter to Pelor's teachings. The church is friendly toward the churches of good-aligned racial deities (Corellon Larethian, Moradin, and so on), particularly if the deity has a sun or agricultural aspect

A DRUID'S ROLE

A small number of druids serve Pelor, revering his primal nature as a sun god and the nourishment he gives to plants with his shining rays. Their philosophy and duties are similar to his clerics, with druids taking more of an interest in the care of plants and animals than the typical cleric. Pelor's druids are usually associated with a local humanoid settlement rather than living as hermits or mystics away from other people.

As these settlements tend to be smaller than those served by a Pelorian cleric, a druid often uses her unique abilities to directly aid the community, especially when one pair of hands or hooves can make a difference between survival and starvation—a druid's horse animal companion might help plow a field or haul rocks, and her wolf companion might guard a nursery while the parents are working, her snake companion might hunt mice in

the granary. The druid herself might even take these roles using wild shape if there is need for it. Although druids must prepare their *cure* spells in advance, their access to *neutralize poison* at 5th level is an advantage in rural settings, where venomous creatures are more common. Pelorian druids are likely to learn the Brew Potion feat so they can stockpile remedies in case of emergency. Their areas of knowledge include geography and nature rather than nobility and royalty, although they are just as concerned about local matters as city clerics.

Pelorian druids walk a fine line between the needs of their chosen settlement and the needs of the natural creatures in the area. A druid might have to discourage farmers from planting a meadow used as a hunting ground by a lynx or bear, and from time to time she might need to relocate one or more animals to prevent conflict with civilized folk. Although other druids do this as well, Pelorian druids encounter these problems more often. Their unusual position makes them good mediators between settled folk and the more traditional druids who see any civilized presence in the natural world as an affront.

Both clerics and druids are called priests, and while both sides of the church have their own hierarchy, they are respectful of each other and of corresponding titles. To the laypeople (particularly non-adventurers) the distinction between the two is moot—a cleric of Pelor is someone who looks after the community and cares for the bodies and spirits of its inhabitants. Pelor's druids follow an older collection of traditions than his clerics, but the two branches of the faith are friendly and the differences between them are mostly cosmetic.

Rather than temples, Pelorian druids (and his nearby worshipers) hold services in clearings or on hilltops, in circles amid ancient trees or stones. These places are often the physical center of a community, with the original settlers building homes nearby and spreading outward.

A PALADIN'S ROLE

Until recently, Pelor was not a war-minded deity, and he had very few paladins. In recent years, the numbers have increased exponentially, although they are still rare compared to the numbers in other good churches. As this change is only recent, most of Pelor's paladins are young, receiving the call as young men and women and having quested in his name for only a few months. As such, they are still finding their place in the church, adapting to a larger organization that is still adjusting to their role. Some veteran clerics think this is something the paladins will "grow out of," but a few realize this is just what they have been missing and become paladins themselves.

Paladins of Pelor are still uncommon and all but the largest cities have only one who calls the place home. Although Pelor's church is many times larger than Mayaheine's, they have a similar number of paladins—which might be an intentional agreement by the two deities in an attempt to maintain a balanced perspective. Regardless of the motives, paladins of the two faiths get along extremely well, and it is not unusual to see them acting in pairs, either alone or as part of a larger adventuring party or organization.

Pelorian paladins embrace a dualist perspective of the faith. While the sun brings warmth and life to all natural things, it harms the undead and unnatural. While the weak and sick need mercy and comfort, it is then that they are most vulnerable and need defenders against the evils of the world. The paladins see themselves as the burning light of the sun, scouring corruption wherever it festers and defending the weak against their would-be destroyers. It is by their existence as warriors that the more gentle aspects of the world can continue. With these thoughts in mind, they take a proactive look at the world, seeking out evil—particularly undead—to eradicate.

While the church is still working out the specifics of its paladin's code, one piece is established: The champions of good should be strong with the light and unafraid to challenge the forces of darkness, corruption, and evil.

HOLIDAYS

Pelor's church has dozens of minor holidays, mostly related to solar conjunctions and praising particularly sunny days. As the church is friendly with most other faiths, it often shares holiday services with other good temples, in particular Rao, a deity of peace. Two significant holidays of the faith follow.

Breadgiving Day: This holiday falls on the 4th of Needfest (a midwinter month). Originally an event to feed the refugees that came to the City of Greyhawk during the Greyhawk Wars, the holiday was changed after the war to be a day where Pelorian clerics (and those of other faiths, to a lesser extent) distribute small loaves of bread to the needy, who in turn

form long lines for these handouts. The followers of St. Cuthbert and Rao also participate in this holiday, with Cuthbert's faithful providing security and preventing fighting. Pelor's temples hold a morning ceremony on this day with a sermon, singing, and music.

Midsummer's Day: The Pelorian celebrations on this day are so well-known and universally practiced that it is often referred to as the "Holy Day of Pelor." The clerics of his temples join together for a large religious service that lasts from dawn until noon, using weather-controlling magic to ensure sunlight for this period. The afternoon is reserved for a great feast open to all, for the sun gives his energy to all freely and so should the church. After the feast the clerics dress in yellow and gold and lead a procession through town, providing food and healing to whomever needs it. Those who need extra care, particularly children, are brought back to the temple and given additional attention. Some clerics solicit charity from the obviously wealthy people in their path, using guilt, tear-jerking anecdotes, or even sick orphans carried on litters to elicit larger donations. It is also important to note that both of Oerth's moons are full on this night, making it very difficult for lycanthropes to resist changing. As a result, some crusading members Pelor's faith take it upon themselves to hunt evil lycanthropes on this night.

THREE MYTHS

The following myths and parables are frequently told by members of Pelor's clergy to teach valuable lessons to the lay folk. Most are recorded, in one version or another, throughout Pelor's holy texts.

Parable of the Hungry Man: This story tells of a virtuous man who, through no fault of his own, falls on hard times, yet he works desperately to conceal this from everyone around him so he can keep his pride. He ends up committing more and more desperate acts to maintain this charade—selling everything within his house, dismissing his servant, and even stealing from a neighbor—but is eventually discovered, at which time his community feeds and clothes him despite his lies and crimes. The church uses this story to show that desperate need is not evil and that you should always be willing to help someone in need no matter how foolish the person has been. Poverty leads to crime and evil deeds, so putting an end to poverty can prevent greater sins.

Punishment of the Undead: This fable tells how some of the first mortals came to turn from Pelor's light, researched evil magic, and became vampires—creatures of the night that can only take life, not give it. By cursing Pelor's name and turning from him, they made it so they could never look upon him again without being destroyed. The fable points out that this destruction is a result of the undead turning their hearts and souls from Pelor, not because of his wrath. His forgiveness is total, and the loss of these children caused him great sadness, not anger (although he grew angry at the evil they wrought). The story tells that Pelor would use his power to redeem them if they asked. This story explains why undead suffer from the sun's light, but if they turn away from evil, Pelor would welcome them back into his illuminated graces.

Gift of Eternal Light: This lengthy myth tells of a Pelorian kingdom set upon by mortal, undead, and demonic enemies. Years of battles damaged the land and killed many, but the kingdom's faith remained strong despite these losses. Although their enemies besieged them every night, each morning the sun rose, as Pelor's gift to the people of the world and promise that even in the darkest hour light will always return to drive it away. The myth finishes with a great battle that outlasted the night, and the sun's rays blasted the undead and broke the backs of demons, giving victory to the faithful and allowing them to live in peace thereafter. This myth is unusual in that it says the first rays of dawn sunlight are the righteous spirits of the dead returning to the world to give comfort to the living—a statement found in no other part of the Pelorian faith. Some claim it might be a late addition or a fragment of a revelation to the author.

PRESTIGE CLASS SUGGESTIONS

Of the minority of Pelorian clerics who take prestige classes, most tend toward those that emphasize their god's qualities of charity and serving others, such as the radiant servant of Pelor (*Complete Divine*, page 52) and combat medic (*Heroes of Battle*, page 99). Others try to embody Pelor's might by taking levels in the hierophant class (*Dungeon Master's Guide*, page 188), or the power of the sun and light with the master of radiance (*Lords of Madness*, page 44), sacred exorcist (*Complete Divine*, page 56), or sacred purifier (*Lords of Madness*, page 49).

RELICS OF THE FAITH

Pelor's faith is an old one and has numerous relics as a result.

The following two relics are both missing and highly sought after by the church's leaders.

Ajira's Rod: This *+3 disrupting heavy mace* was created for a legendary Pelorian paladin centuries ago (in a time when paladins of Pelor were much rarer than now). He traveled the land ministering to the needy and destroying undead whenever he encountered them. Stories tell of him absorbing the plague from an entire town into his own body to stop an outbreak, using his own blood to kill a vampire lord, and how each dawn his face shined like the sun itself. After he died, some of his bones were placed in the weapon's hollow hilt, and it is now a relic of the faith.

The rod is a steel-headed mace with a haft made of pale white wood wrapped in golden thread. A small symbol of Pelor is etched onto one flat place on the head and inlaid with gold. The bottom of the haft is a plug (to hold the bones in) and is also marked with a seal of Pelor. It sheds light at will. Any worshiper of Pelor who wields the weapon gains the benefits of a *ring of regeneration*. Any paladin of Pelor who wields it gains a +5 natural armor bonus. Her class ability to use *remove disease* changes from a number of times per week to a number of times per day (so a 12th-level Pelorian paladin with this weapon can cast *remove disease* three times per day instead of three times per week). The weapon has been missing for some time and is presumed to be in the lair of an aboleth ghoul somewhere on the southern coast of the Pomarj.

Ronnam's Icon: This item is named for the Pelorian cleric who carried it for many years. Although apprenticed to a smith, he had little talent for that job and joined Pelor's clergy when his guildmaster grew frustrated with him. Ronnam took to the priesthood like he was born for it and helped build several temples, including the main Pelorian temple in the City of Greyhawk. Always friendly and humble, he made his own holy symbol and displayed it proudly at all times despite its obvious flaws—a subtle rebuke to those who pursued only beauty, and a reminder that Pelor's light is even in ugly things. He willed the icon to one of his students when he died, and it has since passed through many hands.

The icon is a crudely-made bronze holy symbol of Pelor on an unexceptional gold chain. Originally, the sun-face had twenty rays, but today only twelve remain. It counts as a divine focus for any worshiper of Pelor. For a good wearer it acts as a *phylactery of undead turning* and provides a +3 sacred bonus on saving throws. If a good cleric of Pelor breaks off one of the sunrays from the item, that ray slowly melts away over the course of a year like an icicle, leaving behind one drop of pure gold per day (worth 1 gp). Traditionally, this gold is used to provide some monetary relief to those in extreme need. No one knows what will happen to the icon when the last sunray is removed. Devlim Handorgan, an adventuring cleric planning a raid on Iuz's territory, last carried the icon. He and his fellows have not been seen since they entered the lands of the Old One two years ago.

NEW DIVINE SPELLS

The followers of Pelor have been granted many new spells over the years to aid in their struggles. Some clerics claim spells such as *daylight* and *sunburst* were originally granted to clerics of Pelor before finding wider use.

Sun Father's Face

Evocation [Light]
Level: Clr 1, Drd 1, Pal 1, Rgr 1
Components: V, S, DF
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 minute or until discharged

Your face and hair take on aspects of Pelor's greatness, becoming golden and shining. You shed light equal to a candle and your hair extends outward like the rays of the sun. You gain a +4 sacred bonus on a single turn undead or wild empathy check. You must choose to use this bonus before making the roll to which it applies.

Sunmace

Evocation [Light]
Level: Clr 2, Drd 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Magic weapon of sunlight
Duration: 1 round/level (D)
Saving Throw: None or Will negates (see text)
Spell Resistance: Yes

A mace made of pure sunlight springs into existence and attacks opponents at a distance, as you direct it, dealing 1d8 points fire damage per hit, +1 point per three caster levels (maximum +5 at 15th level), and dazzling the target for 1 round. Against undead, the weapon deals 2d6 points of fire damage instead of 1d8 and the creature must make a Will save or be blinded for 1 round; undead especially vulnerable

to daylight or sunlight (such as spectres, vampires, and wraiths) take a –2 penalty on this saving throw. The *sunmace* has the same threat range and critical multipliers as a real mace (critical threat on a 20, double damage on a successful critical hit).

The mace strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can damage creatures that have damage reduction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the *sunmace*. If the *sunmace* goes beyond the spell range, if it goes out of your sight, or if you are not directing it, it returns to you and hovers.

Each round after the first, you can use a move action to redirect the *sunmace* to a new target. If you do not, the *sunmace* continues to attack the previous round's target. On any round the *sunmace* switches targets, it gets only one attack. Subsequent rounds of attacking that target allow the *sunmace* to make multiple attacks if your base attack bonus would allow it to.

A *sunmace* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. A *sunmace's* AC against touch attacks is 12 (10 + size bonus for Tiny object). A *deeper darkness* spell cast on a *sunmace* instantly dispels it (and has no other effect).

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the *sunmace* strikes it. If the *sunmace* is successfully resisted, the spell is dispelled. If not, the weapon has its normal effect on that creature for the duration of the spell.

NPC CONTACTS FOR CLERICS OF PELOR

Clerics, druids, and paladins of Pelor make valuable allies and PCs might have any number of reasons for seeking out a servant of the sun god.

Brother Akai (NG male human cleric 4 of Pelor) is a young man working for Sister Justina's Foundation of Salvation, a Pelorian charitable organization that distributes donations of food, clothing, and money to the poor and war-displaced. Founded a decade ago in the City of Greyhawk, the sister's organization now has branches in most major cities across the Flanaess. Akai might be serving in any one of these, providing healing services and organizing the redistribution effort. In a smaller community he might be the head of the local chapter, in a larger community he might be a mid-level administrator.

Tall and gangly, Akai has lightly tan skin and straw-blond hair lightened by the sun. Dedicated to his work, he toils for long hours to help the needy, sometimes forgetting the needs of his own body in his efforts. He is friendly toward good adventurers (they tend to be wealthy and can afford to donate to his cause), but rebuffs anyone selfish or ostentatious.

Akai is a good mentor contact for a younger follower of Pelor or a source of relief for a low-level group in need. He might hire mid-level adventurers to escort him and other clerics to found a new chapter or to take refugees to a safer place. He could become a cohort to a charitable cleric or paladin who actively works to destroy those causing war, misery, and poverty in the world.

Constable Derider Fanshen (NG female human cleric 13 of Pelor) is a woman in her fifties who has a talent for healing. After many years as an adventuring cleric she accepted the post of constable for the City of Greyhawk where she used her magic and political influence to defend the rights of the city's poor—especially

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impoverished children. Always personable and warm, these traits and her work made her beloved by many in the city. Although she retired recently to work as a legal defender, she still has close ties to those in city politics (including the high matriarch of Pelor's temple and Jallarzi of the Circle of Eight) and often takes breaks from her "day work" to wander the city healing the sick and injured.

Derider is a physically active and healthy woman for her age, although she is rather clumsy (even when she was an adventurer, much to her embarrassment). Although in late middle age, she expects to live a long time and become a "tough old bird." Shrewd, and an excellent judge of character, she does not tolerate fakery. She is slow to anger except for a good reason, such as the blatant disregard for the poor or the safety of others. The Constable (as she is still called by most in the city, despite her retirement) is unmarried but has many male romantic interests. She fondly remembers her adventuring days and has a soft spot in her heart for adventurers pursuing legitimate efforts, helping them when she can.

Derider is a good contact for adventurers of any level who have fallen on hard times or need help navigating city politics, whether in Greyhawk or elsewhere. Although she spends most of her time in the city, she might have need to travel to nearby settlements on personal, professional, or church business. Given her age, city and church officials might insist on an escort for her health and safety, which gives connected PCs an excuse to interact with her, although she might be displeased by the necessity of their company.

PLANAR ALLY

Noonfeather is a shining servant of Pelor, a celestial giant eagle with golden claws and beak, and white-gold feathers on his head. He only answers a summoning request if the summoner is outdoors (he can be conjured against his will underground but refuses to go willingly to such places) for he prefers to remain on the wing, only touching the ground when he must. Strong and majestic, he sometimes comes to the Material Plane to inspire others or rally weary troops on a battlefield by soaring high in great circles, or he might lead the faithful away from danger.

He can shine like a *daylight* spell once per day, summon a celestial eagle (as if using *summon monster II*) at will once per round, and cast *cure minor wounds* as a free action once per round. Noonfeather is proud but good-hearted, young but valiant, and happy to serve. He speaks Auran, Celestial, and Common. He is trained to carry a rider on his back but is equally adept at holding passengers safely in his claws.

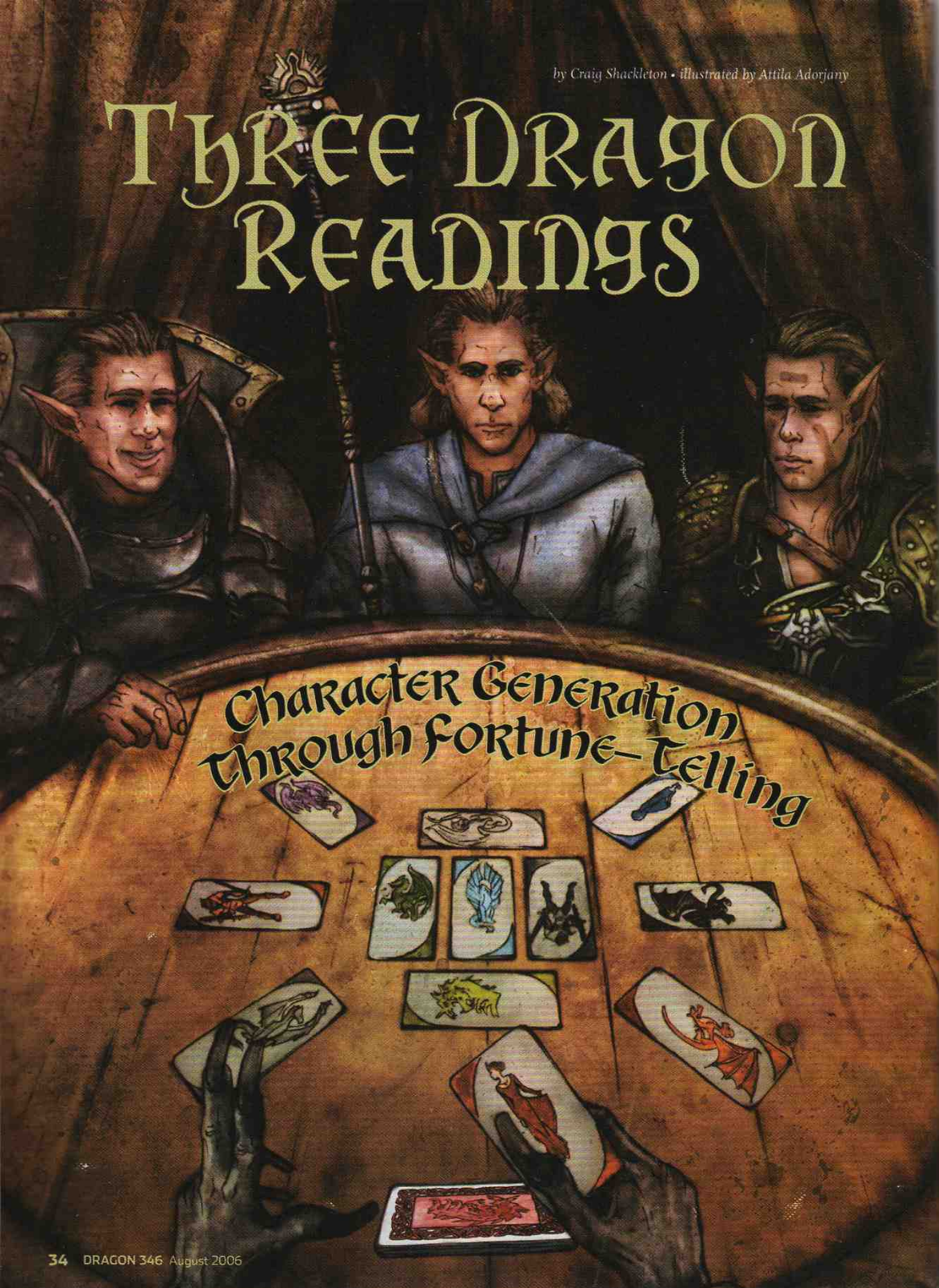
In battle, he likes to snatch enemy leaders from secure positions, carry them far into the air, and let them plummet into their own troops. Although he revels in combat against evil, he has his gentler side, and if allowed he wings over a battlefield, using his healing ability to save dying soldiers and chasing off carrion birds who get too close to his charges. He especially loathes wyverns and likes to use his superior speed and maneuverability to harry such creatures.

Friendly but argumentative, Noonfeather usually thinks he has a better grasp of a situation than he truly does and likes to present his own ideas rather than merely taking orders. Only a highly respected member of the faith or a suitable reward for his work can get him to agree quickly. He especially likes magic feathers and other shiny magic objects he can employ (such as rings and bracers), for he hopes to use them to attract a fine mate and start his own aerie some day. Given his aggression toward wyverns, he also likes payment with items that resist or negate poison, which help even the odds in such fights.

by Craig Shackleton • illustrated by Attila Adorjany

Three Dragon Readings

Character Generation Through Fortune-Telling



1. *Nature*
2. *Spirit*
3. *Body*
4. *Mind*
5. *Nurture*
6. *Strength*
7. *Dexterity*
8. *Constitution*
9. *Intelligence*
10. *Wisdom*
11. *Charisma*

Most Dungeons & Dragons players have a preference for either random or point-buy character generation. Random characters feel more unique and the process of rolling ability scores often sparks creative new ideas about the character. On the other hand, point-buy and other non-random characters are better balanced, both with each other and with the challenge ratings of encounters.

This article offers the best of both worlds. By using a *Three Dragon Ante* deck as a fortune-telling device, you can generate random ability scores. Because the effect of each card is balanced, so are the scores. This system can be scaled by the Dungeon Master to match the same power levels as the point-buy system.

Like a random character generation system, a three dragon reading inspires ideas about the character's history and might give a clue about his future.

What You Need

To generate a character with a three dragonreading, you need a full *Three Dragon Ante* deck and 25 tokens of some sort: coins, glass beads, buttons, or even scraps of paper suffice. You need more tokens for a powerful character in a tougher campaign and fewer for a weaker character in a low-powered campaign.

Performing a Reading

Players may make readings on their own, or the DM might perform the readings, to act as the fortune-teller. This could be incorporated into your campaign as part of the character's background. The meaning of these readings is intentionally vague. Individual DMs are better equipped to interpret results that fit their own campaign.

Adding, Giving, and Stealing Tokens

The terms add, give, and steal are used to describe the methods of playing and moving tokens.

Add: Place tokens on the specified card from your pile of unused tokens. All tokens are added after laying the cards and before resolving the cards.

Give: Take these tokens from the card you are resolving and place them on the specified card. If you are giving tokens to multiple cards and do not have enough, distribute them to the appropriate cards in clockwise order until they are gone.

Steal: Take tokens from the specified card and place them on the card you are resolving. If there aren't any tokens on the card you are stealing from, do nothing.

The system for the reading and the results in terms of generating ability scores are more clearly defined. Lay out eleven cards in the pattern illustrated above. Add nine tokens to the nature card, three tokens to the spirit card, one token to the nurture card, and two tokens to each ability card. The individual card descriptions (see below) give instruction for moving the tokens on the card based on its position in the spread. Starting with the nature card, resolve the effects of the first five cards in numerical order. The nurture card determines which of the outer six cards is resolved first, and the rest are resolved in clockwise order. Once you have resolved all of the cards, count how many tokens are on each ability card and determine the ability score.

Nature

The nature card represents whether the character favors physical or mental abilities. Good dragon cards in this

location indicate mental dominance, while evil dragons (except the Dracolich) represent greater physical abilities. Mortal cards and the Dracolich card have special effects listed in the individual card description.

Spirit

The spirit card represents aspects of a character that seem random and not connected to the character's general nature, but are nonetheless central to the character's life. Give one third of the tokens on this card to each of the three ability cards listed in the spirit section of this card's description.

Body and Mind

These two cards represent a more detailed picture of the character's abilities within each category. Tokens are given to these cards by the Nature card. Give these tokens to the ability cards as listed in the body and mind section of each card's description.

Nurture

This card, also called the "starting point," represents the first area in which the character improved through effort or training. The nurture card also determines which ability card to resolve first. Give all of the tokens on this card to the ability card indicated in the nurture section of this card's description.

Dragon cards work differently in this spot than they do anywhere else in the spread. The age category, represented by the number on the card, helps determine which ability card the tokens are given to. The age category by number is listed under the nurture section of the individual dragon description. Good dragons give tokens to mental abilities, while evil dragons give tokens to physical abilities. Unique cards have individual effects.

Abilities

While each of these cards represents a particular ability, the cards also act together to give an overall picture. It is quite possible for the card in one location to have a profound effect on the reading of a card in another location. Each card is said to represent a key event or theme in the character's life that has affected that ability. For example, if the Intelligence card is a black dragon, it may mean that the character suffered a childhood illness which left her bedridden for many months. She read extensively, expanding her knowledge, but never fully recovered her health.

Resolve the ability card that received the tokens from the nurture card first, and then resolve the remaining cards in clockwise order. Follow the instructions listed in the abilities section of each card's description.

General Meanings

While the meaning of each card is given in its individual description, certain background ideas can be interpreted from the overall spread. Multiple dragons of one color (especially groups of three) might indicate a particular tie to the general significance of that dragon. The number of good or evil dragons might indicate the character's alignment. Many unique cards in a reading might mean the character has had an unusual upbringing, or has a strange fate in store.

Totals

Once all of the cards have been resolved, count the number of tokens on each ability card. Each token becomes one point with which to buy that ability score as if using standard point buy on page 169 of the *Dungeon Master's Guide*.

Sometimes an ability card has tokens remaining after buying the highest possible score. For example, seven points is one more than enough to buy a 14, but not enough to buy a 15. When this happens, give the tokens to the ability card with the next highest number of tokens (ignore ties and give the tokens to the next highest).

The rest of the character is generated in the usual manner. Any modifications to ability scores based on race, age, or level are made after the base scores have been determined

Non-standard power level

Three dragon readings can be adapted to the same non-standard power levels as the point-buy system, allowing you to generate characters to suit the challenge of your campaign.

Low-powered campaign: Use fifteen tokens. Add nine tokens to the nature card, three tokens to the spirit card, and three tokens on the nurture card. Do not place any tokens on the ability cards. Read the spread as normal.

Challenging Campaign: Use twenty-two tokens. Add nine tokens to the nature card, three tokens to the spirit card, four tokens to the nurture card, and one token to each ability card. Read the spread as normal.

Standard Campaign: Use twenty-five tokens. Add nine tokens to the nature card, three tokens to the spirit card, one token to the nurture card, and two tokens to each ability card. Read the spread as normal.

Tougher Campaign: Use twenty-eight tokens. Add nine tokens to the nature card, three tokens to the spirit card, four tokens to the nurture card, and two tokens to each ability card. Read the spread as normal.

High-powered campaign: Use thirty-two tokens. Add nine tokens to the nature card, three tokens to the spirit card, two tokens to the nurture card, and three tokens to each ability card. Read the spread as normal.

Greater Flexibility

These three variants give players more control over the results of a three dragon reading.

- Perform the reading as normal, but arrange the scores however you like.
- Draw eleven cards from the deck and arrange the spread as you like.
- Perform a normal reading. Before buying ability scores, move three tokens from one ability card to another.

Each card has a different impact on the total reading depending on its placement in the spread. The descriptions that follow give both interpretations for character background and details for determining a character's ability scores as described earlier.

The Archmage

The archmage represents knowledge, magical power, and specialization.

Nature: Give three tokens to each of the body, mind, and Intelligence cards.

Spirit: Dexterity, Intelligence, Charisma.

Body: Give 2/3 of the tokens on this card to the Dexterity card. Give the rest to the Constitution card.

Mind: Give 2/3 of the tokens on this card to the Intelligence card. Give the rest to the Wisdom card.

Nurture: Intelligence.

Abilities: Give two tokens to the ability card with the most tokens (ignore ties).

Bahamut

Bahamut, the deity of metallic dragons, represents goodness, generosity, and leadership.

Nature: Give six tokens to the mind card and three tokens to the body card.

Spirit: Intelligence, Wisdom, Charisma.

Body: Give all of the tokens on this card to the Dexterity card.

Mind: Give all of the tokens on this card to the Charisma card.

Nurture: Read as if the mind location's card was the nurture card.

Abilities: Give one token to every other ability card.

Black Dragon

Black dragons represent stealth, cunning, and deceit.

Nature: Give six tokens to the body card and three tokens to the mind card.

Spirit: Dexterity, Constitution, Intelligence.

Body: Give 2/3 of the tokens on this card to the Dexterity card. Give the rest to the Constitution card.

Mind: Give 2/3 of the tokens on this card to the Intelligence card. Give the rest to the Wisdom card.

Nurture: Strength 1–2 (young)—Strength; strength 3–5 (adult)—Dexterity; strength 7–9 (old)—Constitution.

Abilities: Steal one token from the ability card four cards away clockwise. If this card is strength-7 or greater (old), steal two instead.

Blue Dragon

Blue dragons represent resiliency, vanity, and forcefulness.

Nature: Give six tokens to the body card and three tokens to the mind card.

Spirit: Strength, Dexterity, Charisma.

Body: Give 2/3 of the tokens on this card to the Strength card. Give the rest to the Dexterity card.

Mind: Give 1/3 of the tokens on this card to each of the Intelligence, Wisdom, and Charisma cards.

Nurture: Strength 1–2 (young)—Strength; strength 4–7 (adult)—Dexterity; strength 9–11 (old)—Constitution.

Abilities: Steal one token from the ability card two cards away clockwise. If this card is strength-9 or greater (old), steal two instead.

Brass Dragon

Brass dragons symbolize wisdom and perception.

Nature: Give six tokens to the mind card and three tokens to the body card.

Spirit: Strength, Intelligence, Wisdom.

Body: Give 2/3 of the tokens on this card to the Strength card. Give the rest to the Constitution card.

Mind: Give all of the tokens on this card to the Wisdom card.

Nurture: Strength 1–2 (young)—Intelligence; strength 4–5 (adult)—Wisdom; strength 7–9 (old)—Charisma.

Abilities: Give one token to the ability card five cards away clockwise. If this card is strength-7 or greater (old), give two instead.

Bronze Dragon

Bronze dragons represent knowledge and clever planning.

Nature: Give six tokens to the mind card and three tokens to the body card.

Spirit: Dexterity, Intelligence, Charisma.

Body: Give 2/3 of the tokens on this card to the Dexterity card. Give the rest to the Strength card.

Mind: Give all of the tokens on this card to the Intelligence card.

Nurture: Strength 1–3 (young)—Intelligence; strength 6–7 (adult)—Wisdom; strength 9–11 (old)—Charisma.

Abilities: Give one token to the ability card three cards away clockwise. If this card is strength-9 or greater (old), give two instead.

Copper Dragon

Copper dragons symbolize strength of will.

Nature: Give six tokens to the mind card and three tokens to the body card.

Spirit: Intelligence, Wisdom, Constitution.

Body: Give 2/3 of the tokens on this card to the Constitution card. Give the rest to the Dexterity card.

Mind: Give 2/3 of the tokens on this card to the Wisdom card. Give the rest to the Intelligence card.

Nurture: Strength 1–3 (young)—Intelligence; strength 5–7 (adult)—Wisdom; strength 8–10 (old)—Charisma.

Abilities: Give one token to the ability card four cards away clockwise. If this card is strength-8 or greater (old), give two instead.

Dracolich

The dracolich represents rebirth or gaining strength from a fall.

Nature: Give three tokens to each of the body, mind, and nurture cards.

Spirit: Strength, Constitution, Wisdom.

Body: Give all of the tokens on this card to the Constitution card.

Mind: Give all of the tokens on this card to the Wisdom card.

Nurture: Read as if the nature location's card was the nurture card.

Abilities: Steal one token from every ability card that is an evil dragon.

The Dragonslayer

The dragonslayer symbolizes violence and destruction.

Nature: Give three tokens to each of the body, mind, and Strength cards.

Spirit: Strength, Constitution, Intelligence.

Body: Give 2/3 of the tokens on this card to the Strength card. Give the rest to the Dexterity card.

Mind: Give 2/3 of the tokens on this card to the Charisma card. Give the rest to the Intelligence card.

Nurture: Strength.

Abilities: Steal one token from each ability card that is a dragon of strength-7 and lower.

The Druid

The druid represents balance, nature, and finding strength in weakness.

Nature: Give three tokens to each of the body, mind, and Constitution cards.

Spirit: Dexterity, Constitution, Wisdom.

Body: Give 2/3 of the tokens on this card to the Constitution card. Give the rest to the Strength card.

Mind: Give 2/3 of the tokens on this card to the Wisdom card. Give the rest to the Intelligence card.

Nurture: Constitution.

Abilities: Give two tokens to the card with the fewest tokens (ignore ties)

The Fool

The fool symbolizes innocence and freedom of spirit.

Nature: Give three tokens to each of the body, mind, and spirit cards.

Spirit: Strength, Intelligence, Charisma.

Body: Give 1/3 of the tokens on this card to each of the Strength, Dexterity, and Constitution cards.

Mind: Give 1/3 of the tokens on this card to each of the Intelligence, Wisdom, and Charisma cards.

Nurture: Read as if the spirit location's card was the nurture card.

Abilities: Give one token to every other ability card numbered higher than 3.

Gold Dragon

Gold dragons represent honor and nobility of spirit.

Nature: Give six tokens to the mind card and three tokens to the body card.

Spirit: Constitution, Wisdom, Charisma.

Body: Give 2/3 of the tokens on this card to the Constitution card. Give the rest to the Strength card.

Mind: Give all of the tokens on this card to the Charisma card.

Nurture: Strength 2–4 (young)—Intelligence; strength 6–9 (adult)—Wisdom; strength 11–13 (old)—Charisma.

Abilities: Give one token to the ability card one card away clockwise. If this card is strength-6 or greater (adult), give two instead.

Green Dragon

Green dragons represent toughness, beligerance, and resistance.

Nature: Give six tokens to the body card and three tokens to the mind card.

Spirit: Strength, Constitution, Wisdom.

Body: Give all of the tokens on this card to the Constitution card.

Mind: Give 2/3 of the tokens on this card to the Wisdom card. Give the rest to the Charisma card.

Nurture: Strength 1–2 (young)—Strength; strength 4–6 (adult)—Dexterity; strength 8–10 (old)—Constitution.

Abilities: Steal one token from the ability card three cards away clockwise. If this card is strength-8 or greater (old), steal two instead.

The Priest

The priest symbolizes protection.

Nature: Give three tokens to each of the body, mind, and Wisdom cards.

Spirit: Dexterity, Wisdom, Charisma.

Body: Give 2/3 of the tokens on this card to the Strength card. Give the rest to the Constitution card.

Mind: Give 2/3 of the tokens on this card to the Wisdom card. Give the rest to the Charisma card.

Nurture: Wisdom.

Abilities: Give one token to every ability card that is a mortal card.

The Princess

The princess represents diplomacy and influence.

Nature: Give three tokens to each of the body, mind, and Charisma cards.

Spirit: Constitution, Intelligence, Charisma.

Body: Give 2/3 of the tokens on this card to the Constitution card. Give the rest to the Dexterity card.

Mind: Give 2/3 of the tokens on this card to the Charisma card. Give the rest to the Wisdom card.

Nurture: Charisma.

Abilities: Give one token to each ability card that is a good dragon.

Red Dragon

Red dragons represent greed, cunning, and physical power.

Nature: Give six tokens to the body card and three tokens to the mind card.

Spirit: Strength, Dexterity, Intelligence.

Body: Give all of the tokens on this card to the Strength card.

Mind: Give 2/3 of the tokens on this card to the Intelligence card. Give the rest to the Charisma card.

Nurture: Strength 2–3 (young)—Strength; strength 5–8 (adult)—Dexterity; strength 10–12 (old)—Constitution.

Abilities: Steal one token from the ability card one card away clockwise. If this card is strength-5 or greater (adult), steal two instead.

Silver Dragon

Silver dragons represent judgement and justice.

Nature: Give six tokens to the mind card and three tokens to the body card.

Spirit: Strength, Wisdom, Charisma.

Body: Give 1/3 of the tokens on this card to each of the Strength, Dexterity, and Constitution cards.

Mind: Give 2/3 of the tokens on this card to the Charisma card. Give the rest to the Wisdom card.

Nurture: Strength 2–3 (young)—Intelligence; strength 6–8 (adult)—Wisdom; strength 10–12 (old)—Charisma.

Abilities: Give one token to the ability card two cards away clockwise. If this card is strength-10 or greater (old), give two instead.

Using playing Cards

You can simulate a *Three Dragon Ante* deck for a reading using two decks of playing cards. Remove the Jack of Diamonds and Jack of Clubs from a fifty-two card deck. Add the Aces and number cards of spades and clubs from the second deck.

To use just one deck, remove the Jack of Clubs and all diamonds except the Queen and King. Characters generated with this smaller deck have higher odds of having unique cards, but will still be perfectly balanced.

Use the table below to determine the *Three Dragon Ante* equivalent card.

Playing Card	Three Dragon Reading
Ace	Red Dragon
Two	Blue Dragon
Three	Green Dragon
Four	Black Dragon
Five	White Dragon
Six	Gold Dragon
Seven	Silver Dragon
Eight	Bronze Dragon
Nine	Copper Dragon
Ten	Brass Dragon
Jack of Hearts	The Fool
Jack of Spades	Dracolich
Queen of Clubs	The Druid
Queen of Diamonds	The Thief
Queen of Hearts	The Princess
Queen of Spades	Tiamat
King of Clubs	The Priest
King of Diamonds	The Archmage
King of Hearts	Bahamut
King of Spades	The Dragonslayer

Suit	Age category
Spade	Old
Heart/Diamond	Adult
Club	Young

The Thief

The thief symbolizes skill and personal achievement.

Nature: Give three tokens to each of the body, mind, and Dexterity cards.

Spirit: Strength, Dexterity, Wisdom.

Body: Give 2/3 of the tokens on this card to the Dexterity card. Give the rest to the Strength card.

Mind: Give 2/3 of the tokens on this card to the Intelligence card. Give the rest to the Charisma card.

Nurture: Dexterity.

Abilities: Steal two tokens from the ability card with the most tokens currently (ignore ties and this card).

Tiamat

Tiamat represents evil, greed, and tyranny.

Nature: Give six tokens to the body card and three tokens to the mind card.

Spirit: Strength, Dexterity, Constitution.

Body: Give all of the tokens on this card to the Strength card.

Mind: Give all of the tokens on this card to the Intelligence card.

Nurture: Read as if the body location's card was the nurture card.

Abilities: Steal one token from every other ability card.

White Dragon

White dragons represent speed, ferocity, and agility.

Nature: Give six tokens to the body card and three tokens to the mind card.

Spirit: Dexterity, Constitution, Charisma.

Body: Give all of the tokens on this card to the Dexterity card.

Mind: Give 2/3 of the tokens on this card to the Charisma card. Give the rest to the Intelligence card.

Nurture: Strength 1–2 (young)—Strength; strength 3–4 (adult)—Dexterity; strength 6–8 (old)—Constitution.

Abilities: Steal one token from the ability card five cards away clockwise. If this card is strength-6 or greater (old), steal two instead.

Sample Spread

Tyler lays out his spread of eleven cards and places twenty-five pennies in their initial positions. He then begins resolving the cards.

The nature card is a gold dragon. This speaks to the character's natural tendency toward mental abilities. He moves six pennies to the mind card and three pennies to the body card.

In the spirit position is the dracolich, so he moves one penny each to Strength, Constitution, and Wisdom. The dracolich is unique, and Tyler feels that it must have special meaning in the spirit position. He keeps this idea in mind for later.

The body card is a black dragon, meaning that two of the three pennies are given to Dexterity, while the third goes to Constitution.

A bronze dragon is in the mind slot, so all six pennies go to Intelligence. Tyler's character clearly has a natural gift for knowledge.

His nurture card is a strength-3 silver dragon, meaning a young dragon. The final penny from the center of the spread is also given to Intelligence.

Tyler begins resolving the ability cards with Intelligence, which is another gold dragon, this one strength-11. He gives two pennies to the next clockwise card, Wisdom. The character's studies have improved his perception.

Moving clockwise, there is a second silver dragon, strength-6, in the Wisdom position. Tyler moves one penny two spaces clockwise to Constitution. Perhaps his character understands the value of keeping healthy.

The Charisma card is a third gold dragon, strength-4. The character has a connection to honor or nobility, and another penny goes to Constitution. Since both Wisdom and Charisma have given to Constitution, Tyler decides his character teaches some sort of physical activity.

The Constitution card is a strength-8 copper dragon. Tyler moves two pennies four cards clockwise to Wisdom. His physical training has given him mental clarity.

The Dexterity card is the thief. Currently, the Intelligence card has the most pennies, so Tyler steals two of them and moves them to Dexterity. Perhaps his physical training has taken over his life and left him no time for his studies. The thief card on Dexterity also seems significant to Tyler. Perhaps this character is a rogue.

The final card is a strength-3 red dragon on Strength. Tyler steals another penny from Intelligence (one card away clockwise).

Tyler now has six pennies on Dexterity and Wisdom, four on Strength, Constitution, and Intelligence and one on Charisma. Six points gives him a Dexterity and Wisdom of 14. Strength, Constitution, and Intelligence all have four points, making them a 12, while Charisma languishes with only a single point, yielding a score of 9.

Tyler decides his character is a monk. He started as a scholar, but applied his knowledge to physical training, which eventually became his primary focus. Fitting in the dracolich's symbolism, he sacrificed his mental energy to rise higher in his physical pursuits. The three gold dragons show a strong sense of honor, and the large number of good dragons suggests a good alignment.

Three Dragon Readings in Your Campaign

If the *Three Dragon Ante* game exists in your campaign setting, it is likely that the game evolved from the fortune-telling system. Three dragon readings might be just a charlatan's trick or they might really predict the future. You might find it more interesting if the truth lies somewhere between these options.

The name "Three Dragon" actually refers to the three unique dragons in the deck—Bahamut, Tiamat, and the Dracolich. When gamblers began using the deck for games, they devised the system of flights of three dragons as a misinterpretation of this. In Eberron, three dragon readings are strongly associated with the Draconic Prophecy. Also, most of the cards lose their clear "good" and "evil" connection, and Bahamut, Tiamat, and the Dracolich are often replaced by the progenitor dragons Siberys, Khyber, and Eberron.

Three dragon readers use coins to interpret the spread, just as in the character generation system. Traditionally, these coins are provided by the customer and kept by the fortune-teller as payment.

GAMES OF CHANCE

Dice and Card games for D&D

by Seth Irvin Williams • illustrated by Attila Adorjany

Card and dice games are played in practically every culture, and those found in DUNGEONS & DRAGONS are no different. Whether they search in the back room of overcrowded dockside taverns or in grand, dwarven dice halls, adventurers seeking a game of chance have little trouble finding one. Such amusements occupy time, better the minds of those who participate in them, and in many cases, enrich those with the luck and wit to win them. This article contains rules for eight card and dice games, as well as backgrounds for each. They are usable in any campaign setting and are equally fun when played on their own outside of your game session.

CARDS

The first playing cards appeared in Europe some time around the 13th century, for both games of chance and, with the addition of a number of special symbolic cards, as tarot decks. Even the standard deck of cards contains more than its share of symbolism, with decks being customized to local customs and traditions, altering the suits and face cards appropriately. In a fantasy setting, this holds equally true.

The standard deck of cards among halflings consists of fifty-two cards in four suits—Coins, Shields, Spades, and Staves. Each suit contains cards for the numbers three through ten, plus five face cards: the Deuce replaces two, and the Rogue, Knight, and Lord replace the Jack, Queen, and King, respectively. The Ace either represents one or fourteen, depending on the game. Variations of the deck are used throughout the world: human decks usually contain two additional cards, called Fools. Neither Fool has a suit, and depending on the game, they're either treated as blanks or wild cards. Human decks also use Clubs, Diamonds, Hearts, and Spades in place of the other suits. A typical elven design for a deck of cards eschews numbering entirely: each card is given a name (see the Elven Decks sidebar). Dwarven decks use Axes, Coins, Gems, and Picks as their suits and replace the face cards with members of the local ruling clans. Most card games have rules adaptable enough to be played with any deck. The most popular card game is *Three Dragon Ante* (see page 34) which uses its own unique deck.

DICE

In the early days of civilization, knucklebones and uneven, marked stones were used for fortune-telling and games of chance. Shortly thereafter these devices were adapted for gambling in back alleys, and eventually the art of gem cutting led to dice that were evenly weighted and fair for use in these games. Six-sided dice are the most common type among humans and dwarves, both of whom use clay or stone to make their dice. Amid other races, gems and other exotic materials allow for more variation: four, eight, ten, and twelve-sided dice are quite common, and while few games actually use them, twenty-sided dice have been seen in some dice halls. Gnomes are unusually fond of dice games, and gnome gamblers see a bulging bag of one's own dice as a sort of status symbol.

CHAOS AND STRIFE

A game that has long floated around various frontier settlements, in Chaos and Strife the basic idea is to assemble a hand with no discernable pattern to the cards. While most places consider it a relatively harmless diversion, the nature of the game offends some of the more zealous followers of lawful deities, and as a result the game is banned in some cities. The game is usually played with a standard human deck. Fools are treated as having no value or suit.

Players are dealt three cards at the beginning of a hand, one of which is face up, the other two of which are face down. The players then inspect all of their cards. After each round of betting, players are allowed the option to switch one card for a draw from the deck if they have not already done so during this hand: Discarding the face-up card causes the draw to be played

GAMBLING TERMINOLOGY

Many of the games in this article use standard gambling terms in their rules. For clarity's sake, a handful of basic gaming terms are listed below.

Ante	A small base amount every player must pay to join a game.
Pot	All the money bet so far in a game.
Raise	Adding to the amount bet.
Call	Matching an opponent's raise and neglecting to raise further.
Fold	Quitting the hand and losing whatever you bet.
Trump	One suit that beats all other suits; used to resolve ties. The typical trump order is Coins low, then Shields, then Staves, then Spades (or Hearts, Clubs, Diamonds, Spades if playing with a human deck).

face-up, discarding a face-down card means the new card is given face-down. Once all players have either folded or passed on raising the bet, they reveal their hands. Then, starting with the dealer, they swap one of their cards with a card from the hand of the player to their left. They may choose any card except a Fool. Fools cannot be exchanged in any way. The winner is the player with the absolute least sense in his hand. In case of a tie, the player who's highest card is of the lowest value wins. For example, if two players both had a pair, one with a Rogue as a high card and one with a 7 as a high card, the player with the 7 wins.

In order of value from most order to least (and therefore worst to best), the hands in Chaos and Strife are:

Title	Hand
Straight Flush	Three cards in order in the same suit.
Three of a Kind	Three cards of the same value.
Straight	Three cards in order.
Flush	Three cards in same suit.
Pair	Two cards of the same value.
Semiflush	Three cards of the same color, but not the same suit (two Hearts and a Diamond, for example).
Evens (or Odds)	Three cards that are all either odd or even.
Flush-pair	Two cards of the same suit.
Color-pair	Two cards of the same color.
Gobbledygook	Absolutely no order at all. This hand can only happen with a Fool.

COMPASS POINTS

Allegedly an elven game—although more likely one created by adventurers who picked up an elven deck and tried to sound educated—Compass Points requires four players, a standard deck of cards, a minimal attention span, and a lot of luck. It's a relatively new game, dating back only a few hundred years, and not a particularly popular one. Most places that run games of Compass Points are either run down establishments that have been hosting such games for years or card halls that are trying to offer more exotic games.

To begin, each player is dealt six cards. These are used to make a compass, one card in the center (called Home), one above (North), one below (South), and one to each side (East and West). After each player has laid down these points, each player places the leftover card with any one of the others. After each player assembles his compass, the dealer picks one point to reveal. Each player does so, and whoever has the highest card for that compass point takes all the cards for that point and adds them to a stack beside his compass. Treat the card of the player who picked the point as if

ELVEN DECKS

Elves find decks of cards with the usual numbering system to be unimaginative. As a result, they have adopted a deck with more evocative, named cards. These decks are particularly confusing to those who haven't played with them before and are used most when players don't want others to attempt to join in. The cards are as follows in order of value from lowest to highest.

Standard card	Elven Card
Ace	Starlight
Deuce	Sun
Three	Mushroom
Four	Willow
Five	Oak
Six	Bronzewood
Seven	Fox
Eight	Badger
Nine	Wolf
Ten	Centaur
Rogue	Ranger
Knight	Dryad
Lord	Unicorn
Fool	Orc

it were two higher (in order of value, no higher than the fool). If a player reveals two cards, use the higher of the two cards. If these two cards are both lower than all the other cards revealed by other players, that player claims all the cards for that point automatically. In case of a tie, the players split the cards evenly with any leftover cards discarded. Play proceeds clockwise, with each player choosing one point to reveal. The winner of the game is the player with the most cards once all the points have been revealed. In case of a tie, the pot is split evenly.

LORD'S LADDER

A parlor game played mostly among halflings, Lord's Ladder requires two decks of cards shuffled together and some means to keep score. The goal of the game is to end with the lowest score. To begin, the dealer removes a Deuce, a three, a four, and a five from the deck, then shuffles it thoroughly. Each suit must be represented in these four cards, but it doesn't particularly matter which is which. These four cards are placed face up on the table forming four stacks. The dealer then gives each player four cards, dealt from the deck.

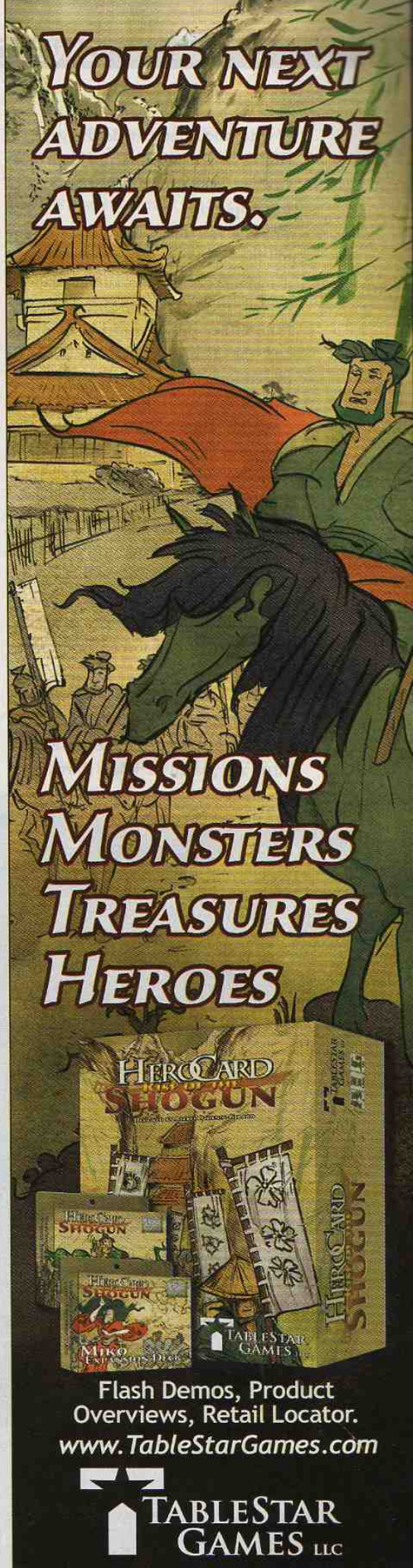
On each player's turn, he draws one card. The player must then play a card or discard a card and he then gains points equal to the card's value. Numbered cards are worth their face value, face cards are uniformly worth 15 points, and Fools may be discarded to decrease your score by 10 points. A card may be played on any of the four stacks, but the card it is played on must be one step higher or lower than its value—if it is the same suit—or on a card of the same value if the suits are different. For example, a Six of Shields could be played on either a Seven or Five of Shields, or on a Six of any other suit. If a player cannot draw, due to the deck running out of cards, then the top cards of each stack is set aside and the rest of the cards are shuffled together, forming a new deck. When a Lord is played, whoever played the Lord loses 30 points, and the game ends. Winning the game is a matter of timing, guessing when it's prudent to raise a stack's value, and when it's better to lower it.

While this is not a game that is typically gambled on—bidding plays no part in it, and it would be difficult to adapt the game for such purposes—it is nearly impossible to play a "friendly game" of Lord's Ladder. Most players become fanatically competitive, at least on the surface. They claim that it makes the game more interesting.

MERCHANT'S DICE

Merchant's Dice is a gnome game dating back a few thousand years. The setup for the game is more complex than most other games of skill and chance, so it is typically only played at wealthy dice halls and taverns. If other establishments pick it up, it's usually only for a short time, as the game draws plenty of fights over cheating and bribery.

Exactly four players and a dealer are needed for a game of Merchant's Dice. Each player has seven six-sided dice, two cups, and a screen of some sort. This is usually a wood tray with a pronounced lip that prevents other players from seeing into it, but impromptu games of Merchant's Dice occasionally use opened books for this purpose. After the ante, each player rolls three dice in the first cup, in front of the screen, and four dice in the second, behind the screen. After they roll, the players are not permitted to touch their cups or the dice underneath. The dealer then walks around the table, lifting the cups and exchanging the dice for "trade gems." Rolls of 1 or 2 are replaced with rubies, 3 or 4 with emeralds, and 5 or 6 with diamonds. These are rarely real gems. Instead, most establishments use artificial stones with the dice hall's name stamped on one side or flat wooden coins with the gem in question painted on the surface.



Once the stones are dealt, the player sitting in the north-facing chair goes first. On each turn, a player has one of three options.

1. A player may offer a trade to one of the other players, offering one gemstone for another. If the trade is agreed upon, the gemstone can come from either pile owned by the player and the gemstone received must be placed in that pile. A player may refuse a trade with no consequence. In either case, the target of the trade takes the next turn. You cannot offer a trade to someone who just offered you a trade on the previous turn.

2. A player may force a trade with another player, taking one gem from that player's visible pile and replacing it with one from his visible pile. A player can only do this once per game. The target of the forced trade takes the next turn.

3. A player may pass his turn and choose who takes the next turn.

A round ends when three consecutive turns are passed or when thirty trade offers have occurred (the dealer keeps count of this). The winner is whoever has the most complete set of gems. For example: if one player has six rubies and a diamond, and the player opposite him has five emeralds and two diamonds, the first player wins. If there is a tie, the pot goes to whoever has the highest value among his gems—rubies are worth one point, emeralds are worth two, and diamonds are worth three. If this is also a tie, the pot is split.

One popular—and highly addictive—variation of Merchant's Dice is called Miser's Dice. It is played much the same, but uses four-sided dice instead of six-sided dice. Rolls of 1 become copper, 2 becomes silver, 3 becomes gold, and 4 becomes platinum. Instead of rounds having a preset limit of trades, each trade offered requires the player to pay one copper piece to the pot (outside the coins used to play the game). Play passes clockwise, instead of going from the person who starts the trade to the one who finishes it, and the round ends when all players pass.

MIDDLIN'

A dwarven game of dice with origins that link it to Merchant's Dice, Middlin' has been a favorite in ale halls for as long as anyone can remember. Often, a well-worn table at one of these pubs features deep, round grooves dented into it, where over-enthusiastic players have slammed their dice cups down over and over again.

Each player is given five six-sided dice and three cups—traditionally these are stone, but wood and metal cups are not unheard of. Each player rolls two dice in the first cup, one in the second, and two in the third, slamming the cups down as he rolls to cover his results. None of the players see what they or others rolled as they pay the ante. Only after they pay ante may the players peek under their cups. Before betting begins, players may choose to pay the ante again to re-roll one cup's worth of dice. After all re-rolls are done, each player lifts the first cup, and the betting begins. After one

round of betting, the players reveal their second cup (with only a single die underneath) and another round of betting begins. After this second round of betting, the final cup is lifted and the winner is determined.

The pot goes to whoever has rolled the closest to 25 without going over, or closest to 10 without going under. If two players are the same distance away from one of the target numbers—say, if one rolled 24 and one rolled 11—then the player closest to 25 wins. If two or more players are closest and have the same number, they split the pot.

Middlin' has one major variant, commonly called Eight-Headed Hydra. The game is played the same way, but with eight-sided dice. 10 is still the low target, but the high target is increased to 30.

RAT, BUG, SPIDER

Five years ago, a gnome adventurer found himself captured by a small tribe of goblins. Over the next few days, he observed them playing a game with crude dice—a surprisingly complex game whose rules were frequent sources of fights. When he escaped, he brought the game of Rat, Bug, Spider back to polite society with him, although he had changed it enough to make the rules intelligible, assuring that anyone who saw the original game wouldn't be able to draw much of a connection.

One player—the roller—pays a set ante amount and casts a pair of six-sided dice, while the other players stand around betting on the outcome. The roller attempts to get a roll of 4, 6, or 8—a Rat, a Bug, or Spider respectively. If he does, he wins an amount equal to twice his ante and may roll again if he pays the ante again. A roll of 7 has no reward, but allows the player to roll again (while all other bets are resolved and players, except those who bet the pass, must bet again). Any other roll causes the player to loose his ante and ends the player's turn with the dice. There are several ways the other players can bet, each with its own odds and payout. In goblin games, all bets were covered by the house, usually the tribe's ruler or shaman. Outside goblin society, the gambling hall hosting the game covers all the bets. The key to winning Rat, Bug, Spider lies in a keen knowledge of probability and more than a little luck.

BET	PAYOUT
Pass—Betting that the roll allows the roller to continue	1:1
Fail—Betting that the roll ends the roller's turn	1:1
Rat—A roll of 4	2:1
Bug—A roll of 6	3:2
Spider—A roll of 8	3:2
Gobber—A roll of 2 or 12	4:1
Junk—A roll of 3, 5, 9, 10 or 11	1:1

TREASURE CHEST

Presumably a game of human origin, Treasure Chest is a relatively simple dice game played by adventurers for

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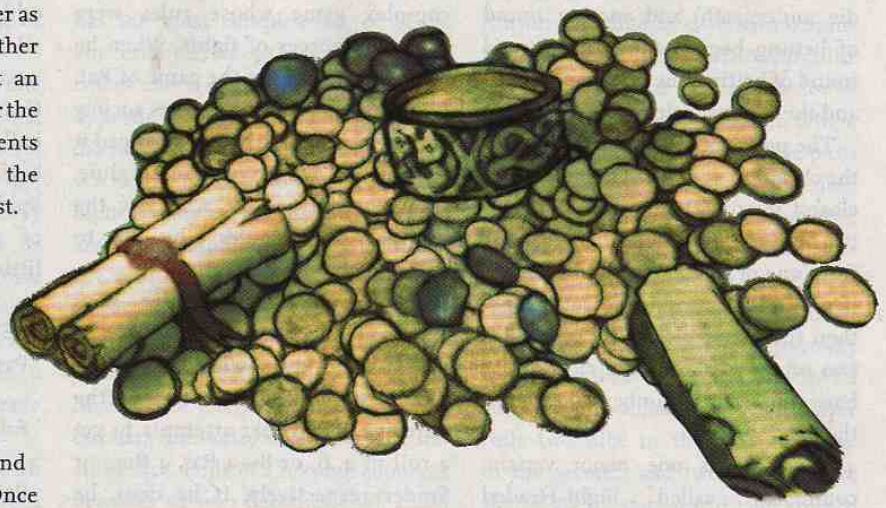
coin and drinks. Sailors play a similar version known as Ship, Captain, Crew.

The goal of this game is to gather as much treasure as possible. To gather treasure, a player must first get an Adventurer, a Map, and a Chest. For the purposes of this game, a 6 represents an Adventurer, a 5 represents the Map, and a 4 represents the Chest. Each player individually rolls six six-sided dice, up to three times. After each toss, the player can elect to set aside any number of his dice before throwing again. The player cannot keep a 5 in this way until a 6 is kept, and cannot keep a 4 until a 5 is kept. Once the player has an Adventurer, Map, and Chest, the three remaining dice equal the amount of treasure found. With the player's remaining tosses, he can attempt to make this number as large as possible, but each time, he must throw all three remaining dice. The winner of the game is the player with the most treasure. If no one has treasure, the game is won by the player who has the most required rolls, so a player with a 6 and a 5 beats players who only have a 6. If no one manages to get an Adventurer, a Map, or a Chest, all players ante again and play another round. The pot is split in case of ties.



WYRM POKER

It's unclear exactly how Wyrm Poker started, or how it got its name, but it is one of the best known and most played human card games of all time. Some players claim the name stems from the risk involved in a high-stakes game of Wyrm Poker being akin to running up and poking a sleeping dragon. A game of Wyrm Poker requires a standard deck of cards with Fools, and at least two players. It is best with at least four players.

To begin, the dealer shuffles the deck thoroughly and deals seven cards to each player. A round of betting goes by, and then each player in turn is given the option to discard any number of cards from his hand and draw back up to seven. The discards are all put faceup in the middle of the table. Betting continues until all players call. Then, each player discards two cards, keeping a five-card hand. The winner is the player with the best hand; however, each of the face cards except the Deuce has a special purpose in this game. Fools are wild and can represent any suit or value except other face cards. Aces can function as a low card or as a high card, as the player prefers. Rogues have no value; they are instead used to steal any card from the discard pile and add it to your hand. Knights are used the same way as Rogues, but also knock one card from the discard pile to the bottom of the deck. Rogues and knights can only be played when it is your turn to bet, and they cannot be played as part of a call (you must raise when you play a knight or rogue). When a Rogue or Knight is played, the card is set aside and not added to the discard pile. Rogues and Knights cannot be played if there are no discards. If they are left in after hands are resolved, they are treated as being without value unless used in a Royal Court (meaning that players might not be able to make some hands). Lords can be treated as having any value or suit in a Straight or a Flush, but in any other hand, they're treated as high-card Aces of their face suit. In case of a tie, the pot goes to whomever has the high card.

Title	Hand
High Card	A hand with no othergroupings. The highest card in the hand determines the value
One Pair	Two cards of the same value
Two Pair	Two pairs of cards
Three of a Kind	Three cards of the same value
Straight	Five cards in order
Flush	Five cards of the same suit
Full House	Three of a kind and a pair
Four of a Kind	Four cards of the same value
Straight Flush	Five cards of the same suit in order
Five of a Kind	Five cards of the same value
Royal Court	A Lord, two Knights, and two Rogues.

SUPPORTING CAST

Following the Leader

by Michael Trice • illustrated by Andrew Hou

Every leader needs to look back once in a while to make sure he has followers.
—Anonymous

Julius Caesar, annals of history report, often succumbed to poor strategic thinking, but his ability to inspire the common man made him one of the greatest generals of all time. While fantasy focuses on heroes and their close comrades, every epic possesses its share of inspired soldiers, loyal commonfolk, and faithful ambassadors—all of whom believe in the heroes' cause and dedicate their lives in the heroes' service.

Just as in these great stories, a character with the Leadership feat (*Dungeons Master's Guide*, page 106) needs more than a powerful cohort to make full use of his new ability: he needs to make the most of his many followers. Most followers are only 1st level, but they form an often untapped—and overlooked—resource for a character.

The following presents some of the more interesting ways to maximize followers based on a character's class, taking into account the strengths and weaknesses of each class.

BARBARIAN

Responsible sometimes for vast hordes of their fellows, barbarians make for simple but successful leaders.

When you come down to it, every barbarian just wants a horde. This means plenty of fellow barbarians, as well as fighters, rangers, and warriors, make up the bulk of the barbarian's followers. Just as importantly, however, the barbarian must keep positions available for clerics and druids with healing skills to help expedite recovery from injury and stabilize the fallen.

A Bit of a Twist

While he prefers to run roughshod over his enemies, at times the barbarian might need to have someone talk for him. A loyal aristocrat or bard trained in Bluff, Diplomacy, Knowledge (local), Knowledge (nobility and royalty), and Sense Motive does wonders in dealing with city folk.

BARD

Known most frequently for fronting a band or performing troupe, bards have the skills and charisma to lead larger groups as well.

More than any one class, the bard should carefully put together an assortment of useful social and martial followers to create a group every bit as eclectic as himself. The standard adventuring party makes an excellent example of the split a bard should look for in his followers. Stealthy types, arcane spellcasters, divine spellcasters, and warriors should each make up a little less than a quarter of the overall group of followers, with remaining slots going to esoteric and unusual characters with unique abilities (such as other bards, monks, psionicists, and so on).

A Bit of a Twist

Any bard who makes a living through his performances can use other bards to salt a crowd with rumors of their leader's skills and information to help advance any political or social agenda.

CLERIC

Often referred to as "shepherds" by their "flocks," clerics make natural leaders of pious followers.

Due to his defensive spell power, a cleric with a warrior at his side poses a serious threat to most enemies. Even low-level warriors prove nearly unstoppable if bathed in the divine spell power of their leader. If good aligned, a cleric should attempt to recruit every paladin he can find. Otherwise, the cleric finds the best support within his own clergy. Common faith makes members of a cleric's own class his strongest allies.

A Bit of a Twist

Beyond the need for guards, a cleric might consider commoners and experts for use as craftsmen, farmers, laborers, and pious workers. The two can provide any skills the cleric lacks. Since a lack of skill points is something of a shortcoming of the class, experts provide important and useful hedging against skill deficiency.

DRUID

Usually accustomed to leading animals rather than men, druids can nonetheless rally like-minded individuals when nature becomes threatened.

Those who live on the fringes of society always make the best followers for the druid. Rogues, rangers, and other ostracized individuals might come to rely on the druid's strong ties to nature for their very survival. Often, these rangers and rogues possess the skills in stealth and guerilla warfare preferred by some druids. Multiple rogues can put their sneak attacks and stealth-based skills to excellent use in defense of a druid's grove. The wide range of class skills possessed by a rogue also helps make up for the druid's own limited exposure to civilization.

A Bit of a Twist

A sympathetic bard offers a welcome friend to a druid, offering intimate knowledge of a wide range of topics, including local nobility and urban customs and practices—some of which present alien challenges to a druid. The bard's oft-high bonuses in Diplomacy and Gather Information make up for the druid's general inability to deal with humanoids. In addition, a bard who performs masterfully within a community can help to spread sympathy and respect for nature.

FIGHTER

Often leaders by default, fighters frequently lack powerful personalities, although they can make up for such weaknesses using untapped stores of tactical and strategic knowledge.

As the consummate general, a fighter needs followers to fill every role in an army. Soldiers remain his preference: warriors, fighters, rangers for scouts, barbarians for shock troops, and paladins if their ideals mesh with those of the leader. Experts offer vital support for dealing with the injured, handling equipment and animals, serving as sentries, and performing various menial labor tasks (cooking, smithing, and so on).

While sorcerers and wizards lack stamina or offensive power at lower levels, a cleric brings enough balance of survivability and offensive potential to warrant his inclusion in the fighter's retinue. A decent combatant capable of wearing the heaviest armors, the cleric's enhancing and healing spells often form the backbone of a fighter's military company.

A Bit of a Twist

The fighter as general often finds himself knee deep in protocol and intrigue, two areas in which he tends to have little skill. A wise general, then, places within the courts and manor houses figureheads and puppets, people with such powerful personalities that observers mistake them for the leaders they are not. Sorcerers, rogues, and bards make excellent figureheads, as they rely most heavily on natural Charisma. A code worked out beforehand allows the general to relay his wishes to his figurehead, who then puts such requests and desires into the language of diplomacy and grace.

MONK

Frequently loners, monks usually become leaders only after the incessant pestering of those who wish to become their students.

Monks often travel alone, so choosing followers presents an interesting challenge. Most appropriately, a monk takes on those who wish to learn as disciples. Most of a monk's followers tend to be monks themselves—although other warrior types wishing to someday learn the monk's art often travel with her.

A Bit of a Twist

The oddity of the monk often draws the attention of aristocrats, experts, sorcerers, and others with a taste for the exotic or mystical. Many of these followers wish to educate the monk in their ways as much as learn her arts.

These "handlers" often teach the monk about knowledge and skills beyond her understanding, while introducing her to other contacts and important individuals.

PALADIN

Paladins tend to lead by force of personality, and although they sometimes lack practical knowledge of war they nonetheless inspire confidence and loyalty among those who follow them.

A paladin prefers her own kind. Fellow paladins provide additional sword arms, clerics of the same or an allied faith provide healing and spell support, and aristocrats provide the access to skills the other two classes often lack. While a paladin might go beyond these three in certain circumstances, they should always constitute the core of her following.

A Bit of a Twist

A paladin occasionally needs a specialist in tracking ne'er-do-wells and other enemies. While frequently unpredictable, rangers perform admirably in this role. Those with favored enemies in line with the paladin's pursuits, a ranger (or squad of rangers) might well follow a paladin as a scout and strategic planner for campaigns against their shared foes.

RANGER

Rangers tend to work best in small groups, so when they act as leaders they focus their efforts on maintaining an elite cadre that relies on quality over quantity.

The ranger's band cannot survive for long without the support of commonfolk: farmers, tradesmen, smiths, and other skilled workers who keep the civilization-skirting ranger fed, armed, and informed. Multiple experts, with their skills spread over numerous specialties, offer the only means by which a ranger can maintain a large group of followers without ties to urban townships.

A Bit of a Twist

A ranger's company often relies heavily on archers firing from hiding, but this tactic only works if someone keeps the enemy at bay. For that, sorcerers who focus their spell selections on conjuration (summoning) spells can form effective pickets. Since the creatures who comprise these pickets suddenly appear, this tactic makes ambushes much easier for the ranger's company to pull off.

ROGUE

The ultimate rogue leadership position belongs to the head of a thieves' guild, but the variety of abilities available to rogues make them suitable leaders of a variety of different organizations.

All rogues need contacts, typically bards and aristocrats, with high bonuses in Gather Information and Knowledge skills other than Knowledge (local). Some rogues prefer a group of fighters or warriors as thugs, while others keep sorcerers around to instill a certain aura of otherworldly power and mystery. To maximize her own expertise in certain skills, a rogue needs followers dedicated to mastering those arts she neglects. The smart rogue assembles a team capable of adapting to any situation; the smartest rogue takes steps to ensure such a team's loyalty.

A Bit of a Twist

Any good rogue needs panache, and one sure way to add such moxie lies in the art of distraction. For example, she might use specially trained experts or warriors to "bungle" an attempt at larceny in order to distract guards and onlookers while she slips unnoticed toward her true target. It behooves the rogue to reward such decoys by springing them later—otherwise she quickly develops a poor reputation and numerous enemies.

SORCERER

Like other loners, sorcerers become leaders usually against their will and only at the behest of those who wish to follow them. On the other hand, some see a group of loyal followers as the ultimate compliment.

The sorcerer requires a wide range of follower types: warriors and fighters for protection, experts for crafting masterwork items, and additional

spellcasters to assist in the "dirty work" of arcane spellcasting: making items and enhancing party members. Generally, the sorcerer prefers the increased low-level spell power of fellow sorcerers to the limited spells of a wizard.

Although they possess incredible offensive power, even the most powerful sorcerers remain physically frail. With a high number of enhancing spells at their disposal, though, they can make even their weakest followers into formidable opponents. Thus, a dozen warriors or fighters act as an impressive honor guard for the sorcerer.

A Bit of a Twist

A preferred method of deception among sorcerers comes in the form of a decoy. A sorcerer might choose bards or rogues with a like build, similar appearance as him, and high bonuses in Bluff and Disguise to confuse potential enemies.

WIZARD

When not holed up in her tower (and sometimes even when she is), the wizard often uses followers to deal with the time-consuming aspects of wizardry, such as collecting material components, scribing nonmagical books, and performing research.

While a wizard can overcome most obstacles with her spells or through the actions of her friends, she does well to keep a few good soldiers between herself and any flanking enemy or surprise ambush. Since an intimidating bodyguard can usually prevent a fight, many wizards prefer barbarians. Like a sorcerer, the wizard should keep a handful of low-level arcane spellcasters around her (usually her apprentices but sometimes curious sorcerers) to cast the numerous cantrips and low-level enhancing spells often asked of her on a daily basis. In addition, a group of experts with ranks in all the various Knowledge skills helps a wizard prepare for any scenario and appear omniscient to her companions.

A Bit of a Twist

Wizards sometimes become the patrons of temples dedicated to deities of magic. On rare occasions, acolytes of such temples join with such a patron and learn first-hand from a practitioner of arcane magic how it works. Although a wizard can rarely put together an entire group of clerical followers, she can at least supply her non-divine followers with healing and moral guidance.

FEATS OF LEADERSHIP

Leaders need many skills and a variety of techniques in order to excel. The following feats can help commanders gain the tools needed to succeed.

Assemble the Horde [General]

You are beloved by the people, and the commonfolk seek out your leadership.

Prerequisites: Leadership, character level 6th, leadership score 4 higher than your level.

Benefit: You gain a permanent +1 bonus to your Leadership score. You gain a number of additional 1st-level followers equal to the number of higher-level followers you are

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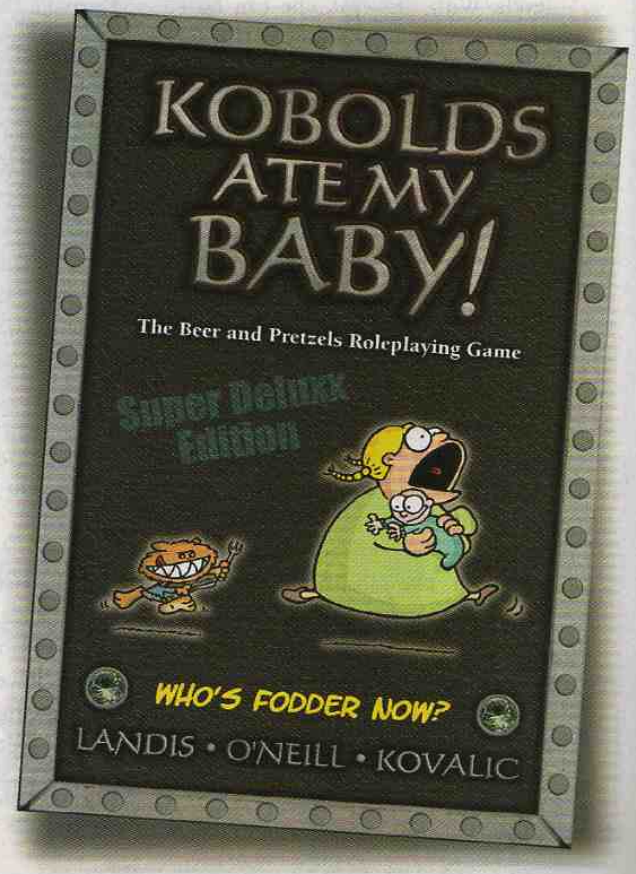


allowed. These additional 1st-level followers do not replace your higher-level followers. For example, a paladin with a leadership score of 18 normally can attract thirty-five 1st-level followers, three 2nd-level followers, and one follower each of 3rd and 4th levels. With this feat, she can have up to forty 1st-level followers (thirty-five plus the number of 2nd, 3rd, and 4th-level followers), three 2nd-level followers, and one follower each of 3rd and 4th levels.

Normal: You typically may only recruit followers up to the limit allowed by your Leadership score.

Class Champion [General]

Superior renown brings two elite members of your class to serve you.

Prerequisites: Leadership, character level 6th, leadership score 4 higher than your level.

Benefit: You gain a permanent +1 bonus to your Leadership score. You gain two additional followers of the highest level available for your leadership score. These extra followers must be of the same class as you. If you have more than one standard class, they must only share one class with you, but they most both be of the same class. If you lose these followers you can replace them through the normal means, gaining up to two new followers of the highest level of followers you're able to recruit.

Normal: You typically may only recruit followers up to the limit allowed by your Leadership score.

Close Cohort [General]

Your cohort is almost your equal.

Prerequisites: Leadership, character level 6th, leadership score 2 higher than your level.

Benefit: Your cohort may be one level lower than you.

Normal: Regardless of your leadership score, you can only recruit a cohort who is two or more levels lower than you. Your cohort cannot gain levels to bring him within one level of you.

Eye For Talent [General]

You can accurately judge the personalities of others, allowing you to recruit followers quickly.

Prerequisites: Sense Motive 9 ranks, Leadership, character level 6th, leadership score 2 higher than your level.

Benefit: You gain a permanent +1 bonus to your Leadership score. It only takes you 1d4 weeks to replace or attain new followers.

Normal: Recruitment normally requires 1d4 months to replace or attain new followers.

Fanatical Devotion [General]

Your followers willingly die for you.

Prerequisites: Leadership, character level 6th, leadership score 3 higher than your level.

Benefit: You gain a permanent +1 bonus to your Leadership score. You ignore the penalty for causing a follower's death when determining your Leadership score.

Normal: You suffer a –1 penalty to your Leadership score when a follower perishes due to your actions.

Natural Leader [General]

You have a way with people that lets you excel as a leader.

Prerequisites: Leadership, character level 6th.

Benefit: You gain a permanent +2 bonus to your Leadership score.

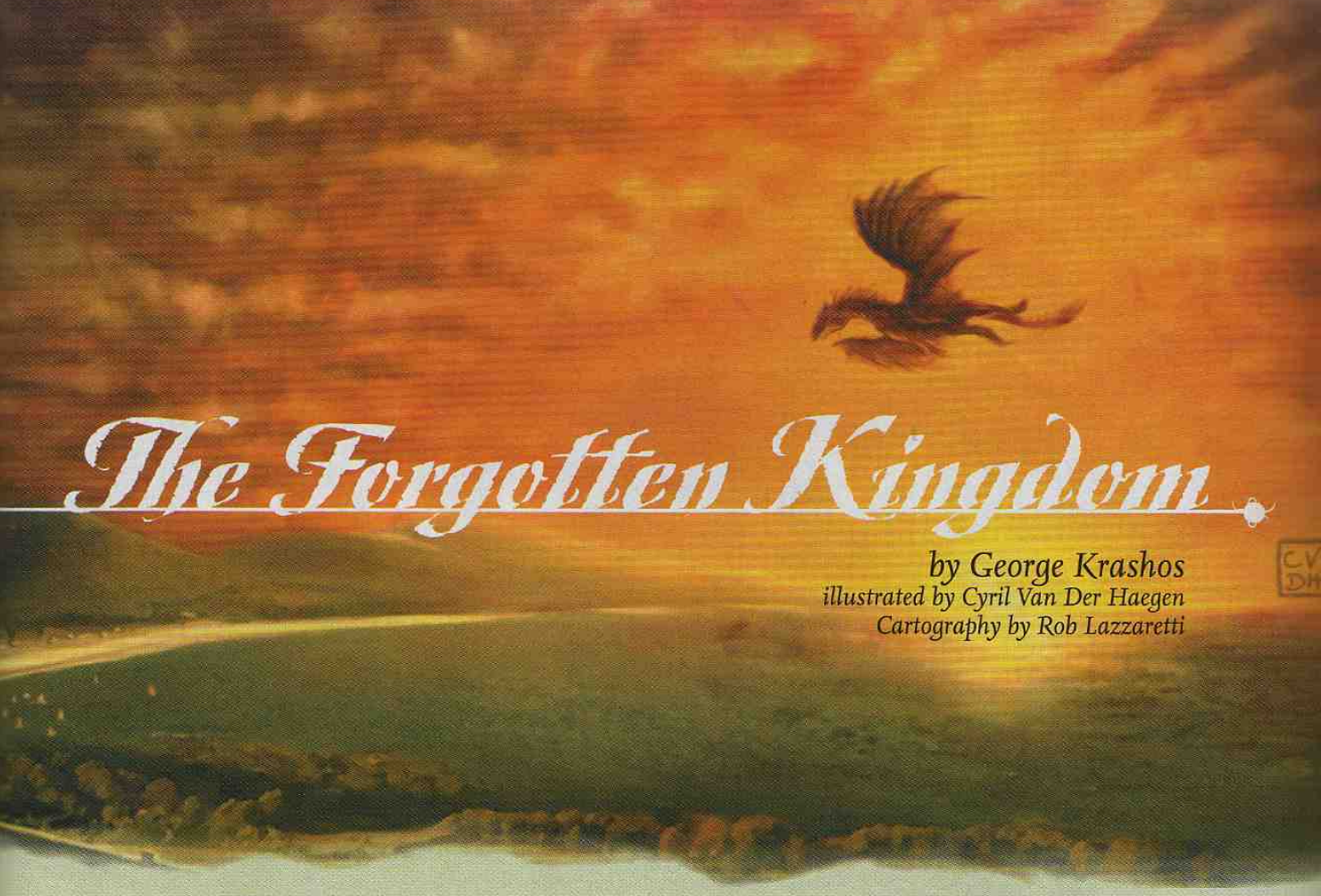
Impiltur

"With great sacrifice, we defeated the fiends that brought ruin to our cities and callously hunted and slew our people for sport. As one, we emerged triumphant from those terrible times and sang songs of praise to the Triad. Yet our kingdom continues to suffer from the fear of the shadow and the silent whisperer in the dark. Our fears paralyze us as a nation and we struggle through a miasma of inertia and doubt, searching for self belief. I say that the time comes when we will banish the darkness from our hearts and make Impiltur great once again. I say that the time comes for our land to be forgotten no longer."

–Alither "Surequill" Ementharn of Lyrabar, Impiltur: Land of Shadowed Hearts
Year of the Rogue Dragons, 1373 DR

Sages and loremasters throughout the FORGOTTEN REALMS often refer to the land of Impiltur as the "Forgotten Kingdom." Older than Cormyr but little known west of the Dalelands, this insular kingdom all but withdrew from the affairs of the East, as it dealt with political turmoil and the depredations of fiends, plagues, and monstrous humanoids. Seemingly a strong, stable realm, Impiltur never truly recovered from the terrible time of the Fiend Wars several centuries ago, and the suspicion and age-old fears wrought by that tumultuous event linger as its legacy. Sinister fiend cults, evidence of demonic possessions, and rumors of otherworldly subversion bedevil Impiltur, making it a kingdom that has in more recent times removed itself almost totally from the political landscape of the Inner Sea. The realm has been hesitant to place its trust in others, pursuing a policy of isolationism for the better part of eight decades. History has shown the people of this land that the clasped hand of a generous friend can all too often become the clutching talon of a grinning fiend.

Despite these attitudes, the people of Impiltur work to build a society in accordance with the faith and tenets of the Triad—the religions of Tyr, Torm, and Ilmater, which play a preeminent role within the kingdom. Impiltur and its people undertake acts of charity, believe in self-sacrifice, and champion justice and the furtherance of the common good. Impiltur retains a sense of the "frontier spirit" that drove its genesis as a nation over the many centuries, although this leads many observers to view it as less sophisticated than the jaded societies of Sembia, the rugged cities of the Moonsea, and the exotic lands of



The Forgotten Kingdom

by George Krashos
illustrated by Cyril Van Der Haegen
Cartography by Rob Lazzaretti

the Vilhon Reach. Those with dreams and ambition, however, judge it a land where fame and fortune can still be found at the tip of one's sword and where deeds of chivalry still combat the fiends of a tumultuous past.

The Lay of the Land

Cartographers usually roughly divide the land of Impiltur into three main regions, beginning with the lands south of the Earthfast Mountains stretching from the Gray Forest to Sarshel, known to all as the Easting Coast. Bordered by the Earthspur Mountains and the confluence of rivers and waterways that flow into the Easting Reach lies the region known as the Uplands. As one travels north along the Herald's Road and crosses at the Narrows between Bluefang Water and the Old Water, they come to the third and final region of Impiltur, known as the Farwater. This territory can be described as Impiltur's true frontier. The lands north and west of the fortress-town of Ilmwatch are for the most part wild and lawless, dotted with trading towns, caravan rests, and other small, fortified inns and way stops that survive thanks to the trade with Damara and lands farther north.

Information on Impiltur

Players and DMs who have an interest in reading further on the realm of Impiltur can consult the FORGOTTEN REALMS *Campaign Setting*, *Races of Faerûn*, *Unapproachable East*, *Champions of Ruin*, and *Champions of Valor*.

The Easting Coast

The Easting Coast holds the oldest settlements of Impiltur. Of these, the cities of Lyrabar and Hlammach dominate the landscape. Lyrabar, the capital of Impiltur and the kingdom's major population center, was built atop an abandoned dwarven delve by Impil Mirandor, a refugee from the lands of fallen Jhaamdath. Originally known as Impil's Tor, the steadily growing Lyrabar benefited from trade with the elves of the Gray Forest and the dwarves of Earthfast in its early days. The city boasts Impiltur's largest and most magnificent buildings, in the forms of the golden-domed Royal Palace and the Tower Pureheart, demesne of the Lords of Imphras II, the ruling council of Impiltur.

The Easting Coast is fertile and green, benefiting from the many streams and creeks that run down the southern slopes of the Earthfast Mountains and flow into the Inner Sea. Many small settlements and hamlets dot the region. It boasts a sizable halfling population in the villages of Klandle, Mistrenpost, and Ondle's Spur, all located within a day's ride of each other, west of Hlammach. The lands between Lyrabar and Dilpur devote themselves in the main to agriculture, with fruit orchards, small-scale cereal crops, and root vegetable plots predominating. In fact, Impiltur is famous for its blackbeet, garsar, and spear tubers and

exports significant volumes of such vegetables to the Moonsea cities and Sembia. Game and other edible fauna congregate in numbers across the lands of the Easting Coast, especially on the fringes of the Gray Forest and in the foothills of the Earthfasts where good numbers of red-striped deer and mountain goats gather.

Aside from agriculture, the lands of the Easting Coast also benefit from the large number of trade caravans that travel to and from the mines of the Earthfast Mountains to the north. The mountains contain lodes of iron, silver, and a rare metal—found only in small deposits—which the miners dub "whitesteel" (akin to a metal Elminster observes is named "tungsten" on other worlds).

Part of the Easting Coast, which borders the Inner Sea up and around into the Easting Reach itself, is dotted with small fishing villages with names such as Red Bluffs and Thelnarm. These fishing communities use small coast-runners to net the large schools of arnhake, whitetail, and bolroth that teem in the waters close to shore.

The only other settlement of note in the region is the city of Filur, known to all as the Royal City. When Imphras the Great reestablished the realm in 1097 DR, he raised a tower in this small town and declared it his seat of rule so as to avoid any disharmony or jealousy between the former independent city-states of the Easting Coast. Filur was sacked in the Prince's Revolt of 1295 DR, so King Rilimbrar named Lyrabar as his capital and seat of rule upon resuming the throne. Regarded as something of a backwater since its demotion, the Lords of Imphras II and the Queen-Regent Sambryl continue to use Filur for their summer retreats.

The Uplands

The sparsely populated Uplands of Impiltur stretch from the coast of the Easting Reach west and north to the Earthspur Mountains and the border with Damara. The two great fortresses of Ithfell and Mal dominate the region, and a small cluster of homes, businesses, and trading posts cluster around them. Ostensibly part of the Easting Coast lands, the city of Sarshel on the Easting Reach acts as a trade hub for the Uplands, as well as a point of transport and market center for its products. As a result, most of the settlers residing in the region recognize Sarshel as the "capital" of the Uplands.

Aside from the major settlements, the Uplands contains the small city of Outentown, located at the crossroads where the Herald's Road meets the Prince's Road, and some two-score farming communities known as thaedar. Once common in the lands of the northeastern Inner Sea, thaedar are organizations created by several farms for common defense, transportation of goods to market, and a pool of labor for harvest time. They range in size from the equivalent of a thorp up to a small village. The most well-known and prosperous of these communities, the Red Ram, Silver Plough, and Three Horns thaedar, focus their efforts on agriculture and herding. They command competitive prices for their goods and wield power and

Coinage in Impiltur

During the Kingless Years, when Old Impiltur fragmented into individual city-states, the cities of Lyrabar, Hlammach, Dilpur and Sarshel all minted their own coins. The current Heltharn dynasty initially relied on the currency minted by the various city-states during this time (and such coinage is still accepted as legal tender throughout the realm), but during his reign, King Lashilmbrar introduced new standardized coinage. The reverse side bears the crossed sword and wand symbol of the kingdom and the obverse side features the visage of a previous monarch, as detailed below. The coin rims also bear the name "Imphras" etched deeply into them.

Worth	Monarch	Coin Name	Slang
1 cp	Imphras II	Sardil	King's thumb
1 sp	Ilmara	Halanth	Shining lady
1 gp	Imbrar	Balan	Lost lucky
1 pp	Imphras I	Torntar	Founder

influence in the region much like Goldenfields near far-off Waterdeep. Thaedar throughout the Uplands usually maintain their own security against bandits and other marauders, although occasionally they commission hiresworks and adventuring bands for particular tasks or needs.

Other smaller settlements in the Uplands include the two mining hubs of Laviguer and Vordric Dun, which compete with each other for the natural resources of the Earthspur Mountains. These settlements are rough and wild, notwithstanding the fact they sprawl within the shadow of the great Tower Ithfell. Hard men and women dominate the mining trade and the Lords of Imphras II and the Warsword of Impiltur police them and the towns, cracking down on unlawful behavior and often declaring them under "daggerbond," a type of martial law that forbids wearing weapons openly in the towns proper. The authorities grant the hard-drinking and even harder-working miners some leeway, however, for their unstinting toil delivers much wealth into the coffers of the realm in faraway Lyrabar.

The town of Songhal, west of Sarshel, and various monasteries and abbeys dedicated to the Triad, including the Grimjaws Seminary (Tyr), the Towers of Lamentation (Ilmater), and the Hall of Loyalty (Torm), can also be found in the Uplands. Sages consider Songhal something of a center of learning, for it houses one of the largest and most prominent churches of Oghma in Faerûn, known as the House of Many Tomes. In the last year, the town achieved even greater prominence due to the naming of a new High Herald of the Realms, the first such post in the Inner Sea lands since the founding of the Heralds in the Year of the Watching Helm (992 DR). The High Herald Silver Stag, a former scribe and loremaster of Tsurlagol by the name of Ilvarthaele Everstone (LN female Damaran human bard 7/loremaster 4), established her office at the Stormspire, in Songhal's central district in the waning days of the Year of Rogue Dragons (1373 DR). The other High Heralds tasked her with the maintenance and administration of heraldry in the lands east of the Sea of Fallen Stars, as well as providing support to the heraldic structure already in place in Impiltur, Thesk, Damara, and other independent cities of the region.

The Farwater

Named for its location beyond the swirling eddies of the Great Imphras River, the Farwater boasts only one settlement of size and significance: the fortress-city of Ilmwatch. This city provides protection to the many trade caravans that take the Merchant's Run to Damara and escorts those traveling south into Impiltur as far as the Narrows, where

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the Herald's Road crosses Bluefang Water. At least one-third of the kingdom's standing military, the Warsword of Impiltur, can be found in and around Ilmwatch, protecting the realm from foes who make their homes in the Rawlinswood and Giantspire Mountains.

Aside from Ilmwatch, the only settlement of size and significance in the Farwater is Bay Town, located on the shores of Bluefang Water. Unlike the other towns in Impiltur, Bay Town houses a plethora of thieves, smugglers, and pirates. How and why the Lords of Imphras II tolerate such a settlement in the kingdom baffles most observers, but in truth the lords realize that rogues form a part of every society, no matter the strictures or laws put into place to curtail their behavior. The Lords of Imphras II police Bay Town by means of many covert agents, and its two major thieves' guilds, the Silent Poniards and the Red Masks, house agents loyal to Queen-Regent Sambryl. Bay Town also serves the authorities as a useful source of information regarding shady dealings and cult activities throughout the kingdom, due to its role as a contact point for the underbelly of Impilturan society.

The regard of the Lords of Imphras II falls only lightly upon the settlements north of Ilmwatch. The Council concedes that they fall more into the sphere of influence of resurgent Damara and, from a military point of view, prefer Ilmwatch as their first line of defense rather than the scattered trading towns of Cairnpur, Maracrath, and others further north.

Uncivilized and majestic, the Farwater boasts territory ripe for farming and settlement. The close proximity of the Giantspire Mountains and the ever-present threat of the hobgoblins, however, coupled with the recent corruption of the Rawlinswood by the Rotting Man (see page 82 of *Unapproachable East*). Many settlers hire adventurers to safeguard and protect their fledgling settlements or to hunt out and slay the lurking dangers that abound.

Sites and Landmarks

Impiltur contains several sites and landmarks of significance, from the great Crowned King mountain-top carving near the Fortress of Mal to the majestic grove of ancient weirwood trees known as Alithyn's Copse in the Gray Forest. Adventurers should pay heed to the locations detailed below.

The Barrowlands

Located several miles north of Sarshel, the Barrowlands are a remnant of the dark realm of Narfell and feature scores of earthen mounds devoid of any plant life save for the small, black-leafed shrubs known locally as widow's tears. The local populace shuns the area, for the feared balor Ndulu appeared in the Barrowlands when he returned to wreak his vengeance on Impiltur

in the Year of the Moaning Gorge (786 DR). Since that time, stories have circulated that the warrens beneath the Barrowlands house a cabal of Narfelli demonbinders who escaped the Great Conflagration and embraced lichdom. Supposedly, they seek to lay waste to the land with an army of fiends and reestablish their ancient homeland.

Over the years, many adventuring bands who entered the earthen mounds of the Barrowlands failed to return. The adventurer Yargildas, prior to his untimely demise in the Year of the Worm (1356 DR), reported that the Barrowlands contains a series of interconnected, underground chambers, many featuring a permanent darkness effect that rendered most mundane light sources ineffective. He reported no obvious signs of the presence of fiends or undead but noted the existence of what he described as "rune circles" which he postulated operated as a sort of portal system and provided access to hitherto undetected chambers, isolated from the others.

The Citadel of Conjurers

This dark and forbidding tower of black stone lies at the foothills of the Earthfast Mountains at the mouth of the Moaning Gorge, a place known for the peculiar sound the rushing wind makes when it blows through it. Constructed during the waning years of the empire of Narfell as a last bastion against the forces of Raumathar, it served as a site for summoning all manners of fiends to bolster the battle-strength of Narfell in the final days before the cataclysm known as the Great Conflagration ruined that tainted nation. The great demon prince Eltab first trod the soil of Faerûn at this site.

Sages believe many demonbinders of Narfell fled here after the fall of that realm and that the last Nentyarch of Narfell, Rheligaun "the Horned," retreated here as well, although his final fate remains a mystery. Many believe the Narfelli who fled here were hunted down and slain by vengeful Raumathari battlemages who sealed off sections of the tower and the labyrinth of chambers and catacombs beneath it. Over the many years since the fall of Narfell, some of Impiltur's greatest heroes—including King Sarshel "the True" and his great-grandson King Nord—walked its gloomy halls and returned to tell the tale, confirming that entry to this citadel is not prohibited or prevented.

All sages agree that the citadel is a site of great evil (a Class 5 evil node—see *Champions of Ruin*), while those with knowledge of matters infernal talk of phenomena such as demon cysts and postulate on the many fiends that must lie there still, trapped until freed or bound to service. Other loremasters talk of the artifacts of Narfell that rest within the dark depths of the tower, taken there by fleeing mages of that empire and awaiting discovery. The rulers of Impiltur actively dissuade adventurers from approaching the Citadel of Conjurers, fearing the release of some powerful fiend or host of fiends due to their blundering. Powerful magic in the form of a mighty spellward rings the citadel, preventing

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the physical escape of creatures from the Lower Planes, but its efficacy is routinely weakened and diminished by the evil nature of the Citadel of Conjurer's environs. As added security, an outpost of the Warsword of Impiltur lies atop a hill overlooking the citadel and the entrance to the Moaning Gorge. Small groups can easily bypass it with one of the many other tracks leading to the citadel. In practice, the military presence concerns itself more with keeping creatures in rather than keeping them out. The Warsword's presence has become all the more vital in past months with the rise of fearful rumors hinting of the demon Eltab's return to the region (see page 130 of *Champions of Ruin*).

Dargrath's Caverns

Located more than a week's ride southwest of Tower Ithfell, this cave network in the Earthspur Mountains is the last recognizable remnant of the great hobgoblin realm of Haekrukkha, which dominated the Uplands of modern Impiltur in the time following the spread of the Great Glacier and the forced migration of many creatures and races southward. The hobgoblins of Haekrukkha were led by a great warlord known as the Dargrath, or "Great Slayer" in their tongue, and he enjoyed the support of a powerful cabal of shamans who wove vile sorceries to bring power and might to the hobgoblin warrior caste of that realm.

Following the final battles that saw the demise of the realm of Haekrukkha, the Dargrath and his shaman supporters fled to the cavern network that bears his name. A cave-in of their own making sealed them off from the surface lands. No one today knows of their fate, but miners of Impiltur broke through into Dargrath's Caverns several years ago while following rich seams of silver ore. They discovered ancient altars, weird pictographs, and at least one intact skeleton hinting at illithid activity, prompting further exploration by such adventuring bands as the Knights of the Elder Flame and the all-woman, Loviatar-worshiping, Spiked Sisterhood. Neither party has returned. Adventurers have yet to reveal what lies in the depths of Dargrath's Caverns, but sages speculate on the possibility that the Dargrath and his followers live on, their longevity tied to evil rituals, or that illithids have enslaved them and wait to unleash them on the unsuspecting lands above.

The Hill of Tombs

This rocky, isolated prominence studded with granite outcroppings is covered with yellow-leafed fuldar bushes for much of the year. Called "Thatchskull" by local farmers, the Hill of Tombs holds strategic importance in the lands of the Easting Coast and features the remnants of several watch towers and hill forts dating back to more warlike times. Aside from these ruins, a few of which date back to an age when the moon elves of Larlotha held sway in the region, the Hill of Tombs is best known for its use as a burial site by

the kings of early Impiltur. Beginning with the death of King Tharaun I in the Year of the Wild Roses (269 DR), the southern side of this peak saw the construction of the first of a dozen hidden tombs that over the following two-and-a-half centuries would house the remains of the last monarchs of the ruling Mirandor Dynasty, Impiltur's first.

These resting places are thought to have all been pillaged long ago, although rumors persist that at least one tomb, that of King Meldath the Magnificent, remains undiscovered and inviolate to the present day. Tales recount that King Meldath, a mighty warrior and conqueror of nearby lands, had rich treasures buried with him, including the royal regalia of the vassal city-states of Proeskampalar and Chessagol, and the "Shining Destrier," a magic warhorse of solid gold created by artisans of Myth Drannor. Tales of vile undead and ghostly hauntings deter most treasure hunters from exploring the Hill of Tombs and its environs. In truth, a secret temple to the gnome deity Baravar Cloakshadow, known as the Vault of Seven Mysteries, is located in the hill's heart, and its clergy use their mastery of illusions to scare off the inquisitive and the overly bold.

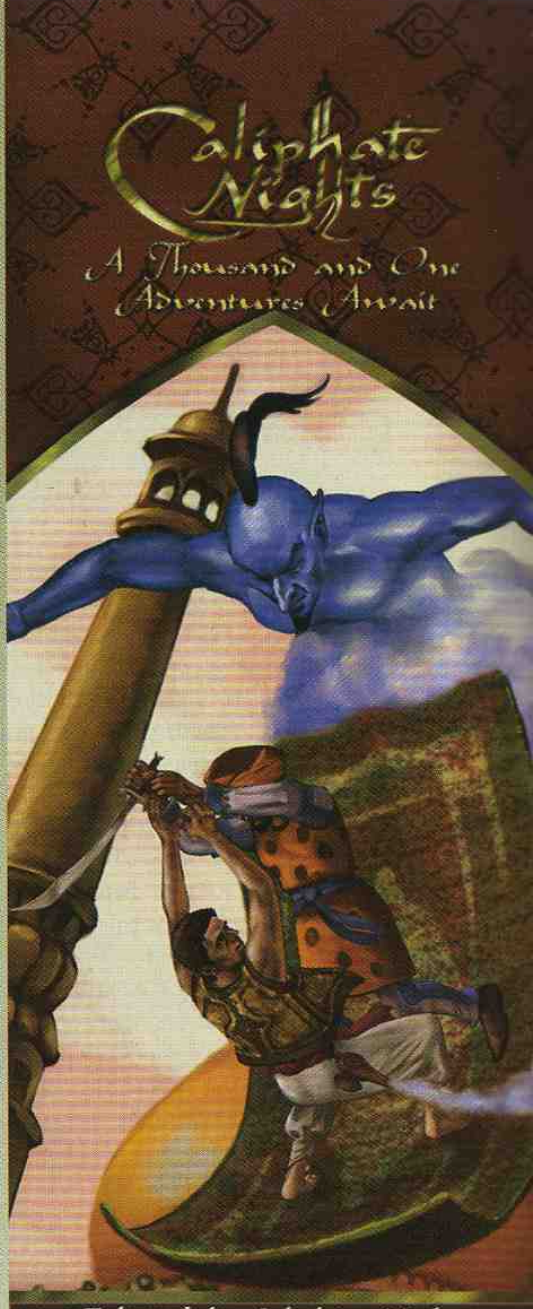
The Shimmerglade

This rocky basin surrounded by a copse of stunted and frost-rimed pine trees stands near the banks of the Icehilt River, in the far northern reaches of the realm. The Shimmerglade marks the site of a titanic magical battle fought many years ago between Elminster of Shadowdale and some half-dozen malaugrym led by Ultharos. The shapeshifters sought to lure Elminster to this remote location to trap and slay him. For their audacity, they met their doom here. A consequence of this failed ambush, which devastated much of the surrounding wilderness, brought forth many small, drifting patches of wild magic and established a larger, fixed area of dead magic centered on the spot where Elminster reduced Ultharos to a blood spatter. Strange magical effects plague the area, while warped and twisted creatures of all types congregate at the site. The wandering patches of wild magic cause a rippling effect in the air which the naked eye occasionally observes and which gives the Shimmerglade its name.

Nouméa Drathchuld, the former Magister of Mystra, placed a warning rune at the site several winters ago, which appears before any creature with higher-than-animal intelligence that approaches within a half-mile of the Shimmerglade. The rune of the Magister, a "hook" of seven stars, appears in mid-air as a tracery of silver and speaks in a pleasant but firm tone, warning creatures by saying "Be wary of perils ahead and do not trust overly in the power of the Art." Despite this caution, adventurers continue to brave the dangers of the Shimmerglade. Rumors state the malaugrym hid a cache of magic there ere their destruction. Some sages and loremasters maintain that these rumors speak truly and the legendary *Artstave of Alithar*, the greatest crafting of one of the foremost archwizards of Netheril, lies hidden somewhere in the Shimmerglade, waiting for some brave soul to claim it.

People & Society

Since its founding in the Year of Splendor (–72 DR), Impiltur has been ruled by a hereditary monarchy, save during the handful of years when the Fiend Wars raged and during the Kingless Years following the demise of the Elethlim Dynasty. The Heltharn Dynasty, the current ruling family, is the fourth in Impiltur's history. The dynasty has worn the Crown of Narfell since the Year of the Dawndance (1097 DR) and the accession of King Imphras the Great. The Queen-Regent Sambryl (CG female Damaran human aristocrat 5/wizard 4) wields authority in the realm under the aegis of the Lords of Imphras II, a council of advisers created by her father, King Rilimbrar. Despite her



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The Triadic Knight

Closely associated with the realm of Impiltur, the Triadic knight prestige class can be found in *Champions of Valor*. Individuals without access to this sourcebook can substitute the justiciar of Tyr or divine champion prestige classes located in the *Player's Guide to Faerûn*.

advancing years, Sambryl retains her vitality through use of longevity magic, causing many outside the realm to question what will become of the Heltharn Dynasty when she dies. What few outside Impiltur know (and within the kingdom only a few more), is that the Queen-Regent's tenure on the Golden Throne quickly draws to an end.

The young King Imbrar II (LG male Damaran human paladin 7 of Ilmater/Triadic knight 1), descendant of Imphras II through his son Velimbrar and the rightful king of Impiltur, shall claim the throne on his sixteenth birthday in the waning days of the Year of the Lightning Storms (1374 DR). His authority extends to dissolving the Lords of Imphras II, allowing him to rule unfettered by dynastic machinations, hidebound tradition, and the strictures of the past. Many modern scholars and thinkers believe Imbrar's accession will invigorate the realm and that the focus of the realm will turn outward as it wakes from somnolence. A few even believe that Impiltur will once again achieve a pre-eminent position in the doings of the East, which it once enjoyed around the time of the raising of the Standing Stone.

For now, the kingdom remains under the hand of the Lords of Imphras II, known also as the Council of Lords. Originally made up of twelve paladin descendants of Imphras II through his fourth and sixth sons, the council was invested with authority by the ailing Rilimbrar to prevent the acquisition of power by his nephew and son-in-law, the conniving and detested Crown Prince Imphras IV. Five new appointments to the council due to death from old age or misadventure have occurred since this decree. Seven out of the original twelve children of the Dowager Aunts remain on the council.

Of the current Lords of Imphras II, the leaders are the Lords Limbrar (LG male Damaran human paladin 12 of Ilmater/monk 5), Helimbraun

King Imbrar II

(LG male half-elf cleric 5/paladin 11 of Torm) and Oriseus (LG male Damaran human cleric 6/paladin 8 of Helm). Their voices speak out most often in council, and they often decide among themselves what is "best for the realm" on any particular issue. Lately, Lord Helimbraun has become almost puritanical in his zeal to "root out evil" in the kingdom, urging less tolerance from the council in matters of lax morality and when dealing with questionable attitudes and occurrences. Lord Limbrar opposes Helimbraun's newfound zeal, pointing to a looming breakdown in their formerly strong triumvirate. Of the younger members of the council, Lords Silaunbrar (LG male half-elf paladin 14 of Torm), Engarth (LG male Damaran human ranger 2/paladin 9 of Torm/ Triadic knight 7), and Delimbrar (LG male Damaran human paladin 7 of Tyr/Triadic knight 5) are considered the "next generation" among the lords as they curry favor with young King Imbrar II, playing a role in his upbringing and nurturing as a paladin. The older lords Soargilm (LG male Damaran human cleric 9/paladin 7 of Ilmater) and Rilimbraun (LG male Damaran human paladin 10 of Tyr/monk 6) long ago adopted the role of sagely advisers to the Queen-Regent, speaking seldom in public or even in council, but having the ear of Sambryl—who relies on their wisdom and abundant good sense. The two female Lords, Rilaunyr (LG female Damaran human paladin 13 of Sune) and Idriane (LG female Damaran human paladin 7 of Ilmater/Triadic knight 4), usually act in concert and consider themselves something of a moderating influence on the extremes of some of the other members of council. They urge consensus and cooperation in all matters pertaining to the safety and welfare of Impiltur

The remaining Lords Simgar (LG male half-elf paladin 10 of Tyr/Triadic knight 7) and Haelimbrar (LG male Damaran human ranger 3/paladin 4 of Torm/Triadic knight 7; see page 126 of *Champions of Valor*) are the wily, battle-hardened veterans of Impiltur and the realm's first choice in any military endeavor of note. They care little for diplomacy, statecraft, or the court and spend most of their time leading the Warsword of Impiltur in military exercises or mounting demon and orc-scouring expeditions into the nearby mountains and forests. Effectively distancing himself from his advisory role on the council, Lord Simgar spends more and more time away from Impiltur's civilized regions, relishing the martial role he has wholeheartedly embraced. A recent foray into the Giantspire Mountains produced a report on the safety of the kingdom's northern borders with all the weight of his authority, despite rumors of

Regional Feat

The *Player's Guide to Faerûn* provides various regional feats for players wishing to create a character originating from the land of Impiltur. Detailed below is an alternative regional feat characters may take with the permission of the DM.

Pureheart [Regional]

Your land has battled creatures from the Lower Planes for generations. Your people have been blessed by the gods and you are better able to resist the overtures and attacks of fiends.

Prerequisite: Human (Damara, Impiltur, Vaasa).

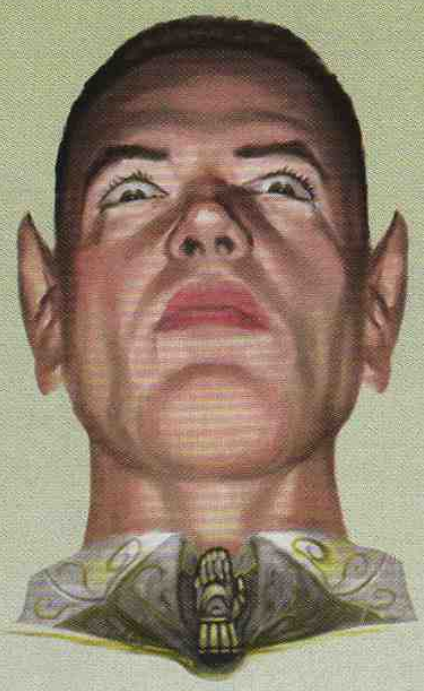
Benefit: You receive a +4 bonus on all saving throws to resist the attacks, spells, and special abilities of evil outsiders.

Special: You may select this feat only as a 1st-level character. You may only have one regional feat.

another hobgoblin horde forming there in secret, led by a mysterious "dark knight" of fearsome and menacing power (see page 139 of *Champions of Ruin*).

After the Queen-Regent and the Lords of Imphras II, the nobility of Impiltur wields a modicum of power. Since the reestablishment of the realm, the nobility of Impiltur has comprised only a relatively small but influential section of Impilturian society. This social strata numbers some two-dozen houses, mixing "old blood" families—those nobles tracing their bloodlines to the days of the realm's founding—with more recently ennobled clans. The burgeoning middle class supersedes the nobility in terms of wealth and business interests in modern Impiltur, yet the nobility still retains a certain status in the realm the middle class only aspires to and often attempts to marry into.

Of the older noble families, the Forgecrowns and the Relindars are the strongest and most influential in the realm. Controlling extensive property holdings in Lyrabar and Hlammach, as do most old blood families, they also own country estates bordering the Gray Forest. Their leading spokesperson is Lord Eldrar Forgecrown (CG male Damaran human aristocrat 5/fighter 4), a sprightly, canny graybeard who benefits from unfettered access to the



Lord Helimbraun

Queen-Regent and usually provides a rather different perspective on matters of policy than the Council of Lords. The newer noble families, such as the Starsunders, Wellhavens, and Dintersans, that rose to prominence after the Kingless Years, have eclipsed most of the old blood families and concentrate their businesses in the cities of Dilpur and Sarshel, with larger property holdings in the Uplands of the realm.

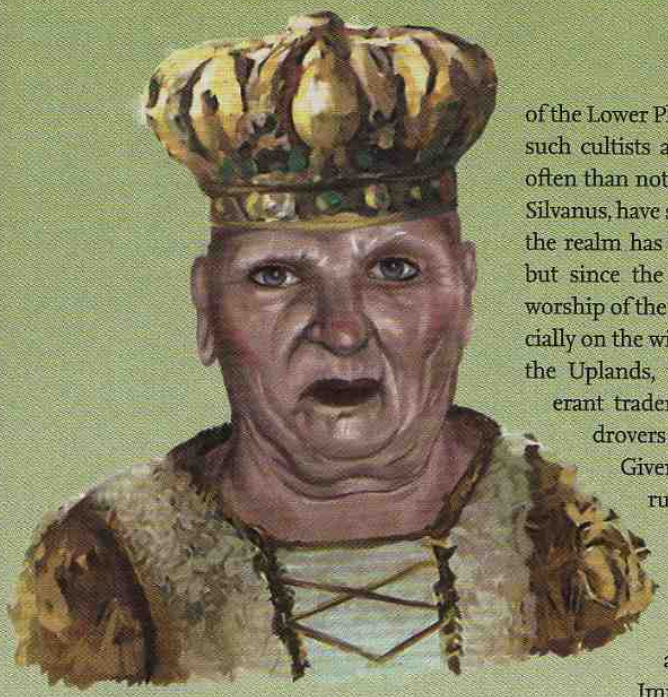
As with most goodly realms, the common folk of Impiltur form the general backbone of life and society in the kingdom. Impilturan commoners are known for their self-reliance, martial aptitude, and piousness. A prosperous middle merchant class buttresses a large and increasingly prominent farmer class, as agriculture and animal husbandry prove more and more lucrative.

Urban Impiltur shines as an example of how benevolent rule, coupled with a religious focus toward combating poverty and disease, makes a difference in the life of the common people. No city or town in Impiltur save for the shantytown of Bay Town, contains anything that observers would describe as a slum or beggars' quarter. The efforts of the priests of Ilmater to alleviate the suffering of the urban poor has seen a general trend toward better health and increased wealth for the lower classes and a realization from the upper classes that with their wealth and power comes significant responsibility to those less fortunate.

In addition to the more mundane activities of farming, laboring, and herding, the common folk of Impiltur, have always readily acted as a source of manpower for martial activities in and around the lands of the Inner Sea. Along with Chessenta and some of the lands of the Vilhon Reach, Impiltur has historically furnished well-trained fighting men for "just and noble causes that pay well," as the mercenary leader Helingar "Threeswords" Lornim once commented. Since the Kingless Years, the authorities regulate mercenary companies in Impiltur, requiring them to obtain royal assent in the form of a Lord's Charter and a binding oath of service to the throne and realm when called upon.

Religion

While Impiltur is noted for its worship of the Triad and commitment to the tenets of the faiths of Ilmater, Torm,



Queen-Regent Sambryl

and Tyr, the nation as a whole exhibits a liberal and open attitude to the worship of nonevil deities. The Triadic religions place an emphasis on the power of faith and the expectation of sacrifice or service when called upon. No group of faithful better embody these tenants than the Knights of Imphras II (see page 88 of *Champions of Valor*), a group of holy warriors devoted to their deities and the crown of Impiltur. The veneration of saints and holy martyrs of the church constitutes a cornerstone of worship in Impiltur and the region generally. Other faiths, such as those of Chauntea, Tymora, Selûne, and Waukeen enjoy significant followings in Impiltur. The martial nature of the realm sees the faith of Tempus receive more than just lip service. The establishment of open, organized temples and shrines for darker powers such as Bane and Cyric is illegal, although the actual worship of such deities is tolerated to some extent. Most Banites and Cyricists who flaunt their religion in public are subject to close scrutiny from the authorities, and many therefore keep their faiths and places of worship secret. Similarly, the myriad fiend cults that worship the demon lords and princes of the Lower Planes are forbidden, and such cultists are slain on sight more often than not. Nature deities, such as Silvanus, have seen their faiths wane as the realm has become more civilized, but since the Time of Troubles the worship of the deity Shandaukal, especially on the windswept open plains of the Uplands, flourishes among itinerant traders, caravan guards, and drovers of all types.

Given its long history, many ruined temples and shrines of dead or forgotten deities litter the landscape of Impiltur. The curious and the sagely flock to Impiltur annually to study the influx of Jhaamdathi refugees who came to this region before the erection of the Standing Stone. They seek to uncover the secrets and mysteries of this fabled realm of the Cradlelands and gain everlasting scholarly fame.

As well as temples to fallen deities, the discovery of vile altars and sacrificial pits dedicated to demonic powers occurs with frightening regularity. Only recently, authorities discovered a cult to the demon prince Orcus operating in the village of Borgar's Mill, located on the banks of the Great Imphras River north of Bay Town. This fell legacy of the lost realm of Narfell still evokes a sense of rabid fear in the average Impilturan, and many outlying regions of the kingdom practice a measure of rough justice against perceived fiend worshipers or other tainted individuals. Despite the efforts of the authorities, "witch" burnings still take place in the Uplands on an infrequent basis and many individuals suffering from mental illness or exhibiting anything considered "strange behavior" are hunted down and slain by mobs of fear-driven commonfolk. Attempts to curtail such behavior meet with constant failure, given the entrenched and deep-rooted fears and prejudices of the population.

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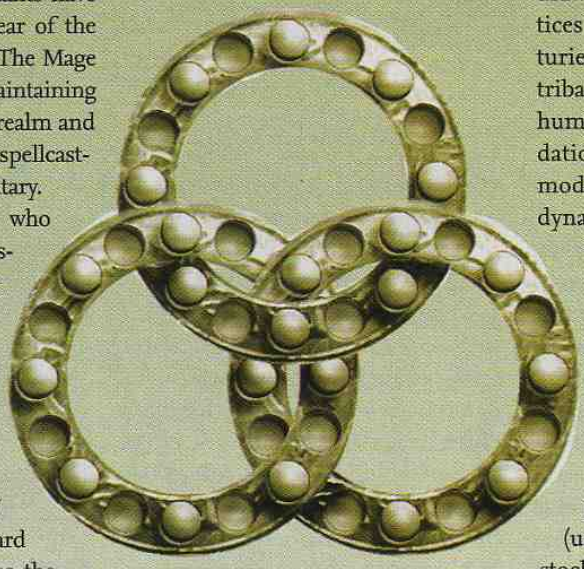
Magic

In Impiltur, the use of magic is commonplace. Many mages call Impiltur home, and the authorities see no need to regulate their activities. Impiltur boasts a Mage Royal, currently the wizard Selarbrin (LG male Damaran human wizard 18/archmage 2), a direct descendant of the famed archmage Velgarbrin of Baldur's Gate, one of the heroes of Imphras the Great's defeat of the hobgoblin horde. In fact, the post of Mage Royal has developed into something of a family affair in Impiltur, for Velgarbrin's descendants have held this office since the Year of the Gleaming Crown (1097 DR). The Mage Royal is responsible for maintaining the magical defenses of the realm and oversees the Warwands, the spellcasting branch of Impiltur's military.

Some famous wizards who call Impiltur home are Arasmas "the Cowled" (CG male Damaran human wizard 14), the powerful evoker Shoval of the Many Thunders (CN male Damaran human evoker 16), and the mysterious archmage and scholar Orauzalar (N male Mulan human wizard 15/loremaster 3)—regarded as the foremost authority on the history of Impiltur and said by many to covertly oppose the feared Red Wizards of Thay. Orauzalar often criticizes the Lords of Imphras II over the establishment of Thayan Enclaves in the cities of Lyrabar, Dilpur, and Ilmwatch in recent years, believing with some justification that the council conceded to the wishes of the merchant class and lined its members' coin purses all in one action.

In addition to solitary wizards of power, Impiltur also contains two wizard schools of note. The better known of these, called the Towers of the Wind, is located in Lyrabar. By the standards of other lands, folk describe this wizard school as small, although its head teacher and founder, Broargar "Windcloak" Iringil (LN male Damaran human wizard 12), would in his pride probably disagree. It trains wizards for service on merchant ships making the dangerous run to Sembia and up to the Moonsea that often fall prey to the pirates of the Inner Sea. Most merchant ship captains don't want to fight the pirates, they just want to avoid them or outrun them, so a windmage often proves very useful. A few of the merchant groups in Impiltur (such as the Five Sails, Brass Coffers, and Moonchasers) sponsor the school and require many of the school's graduates to serve them for



Symbol of the Council of Lords

a year following their "graduation" as a type of indentured servitude. Commonly, the wizards receive good pay and experience for their labors and so do not consider the period of service an imposition.

In the last year, the wizard Pelathyon Hawkryn (N human Damaran male wizard 11) has opened a new wizard school in Hlammach, teaching a group of select pupils and focusing on the mysteries and possibilities inherent in the connections between the Art and gemstones, specifically moonstones. Some cynical observers state that because Pelathyon's family owns rich moonstone mines in the Earthspur Mountains, he simply seeks to use his school to enrich his family further. Others state that his research resounds with the favor of Mystra herself and that Moonstone Manse will in time become a center for innovative wizardry in the Easting Reach lands.

Law and Order

Impiltur operates a system of laws known as the "King's Code" which dates back to the time of King Bellodar III, who reigned from 642 DR to 673 DR. This monarch, known as the Sage King, set down the first unified and coherent body of law for the realm, drawing upon the customs and practices that had developed over centuries, beginning with the ancient tribal laws of the original Narfelli humans. Today, it remains the foundation of Impiltur's system of laws, modified by successive kings and dynasties of the realm.

Law and order throughout the realm is maintained by the various Royal Constables located in every settlement of small town size or larger. These Royal Constables hear and try minor matters and levy punishments such as fines, confiscation of property, or public censure (usually by placing an offender in stocks in the local marketplace). The Lords of Imphras II deal directly with more serious matters such as crimes of violence, arson, and kidnapping in the legal forums known as Lord's Courts. Such forums feature members of the Council of Lords, who sit in judgment on matters heard on a bimonthly basis in the major cities of the kingdom. In practice, however, the Lords of Imphras II delegate this responsibility to the local Heralds, whose roles also include administrative work and tax and revenue collection. Only the most serious crimes, or those that require the special intervention of a member of the Lords of Imphras II, merit a hearing before a member of the Council of Lords.

Punishments for serious crimes include exile, hard labor at the prison mines of Vordric Dun, incarceration

at Graycliffs (the prison island off the coast of Hlammach) and detention for periods of less than three years at any of the Royal Gaols located near Lyrabar, Dilpur, and Ilmwatch. Capital punishment exists in Impiltur but is reserved for the crimes of willful murder, treason, and a rather unique wrong named in the Code as "consorting with fiends." Legal scholars of the realm believe this punishment would extend to wizards who summon creatures from the Lower Planes, even for the purposes of study or to gather information, but Impiltur's legal history is yet to decide on such a ma tter. Wizards who summon fiends with any regularity carefully conceal such activities from the authorities.

The Lure of Adventure

Adventurers do not rest idly in the realm of Impiltur. What follows are some local events that DMs might incorporate into their campaigns. The adventure "Man Forever," recently presented in *Dungeon* #137, also takes place in the realm of Impiltur.

- The adventurers of the Brightshield Company have fled east into the Rawlinswood from the city of Ilmwatch after a swords-out confrontation with the Warswords of Impiltur. Rumor has it that the Brightshields recovered an ancient blade of the realm in their recent foray into the Giantspires and refused to part with it. The sage Galathril has stated that from descriptions given by patrons of the Silverjack Inn, the blade is none other than the legendary Bornath, "the Banesteel," one of the lost trove of swords known to most scholars as "Soargar's Legacy."
- The senior Warwand Ilbrar has been found slain in his tower in Hlammach, his headless body torn and mutilated by the claws of some fearsome beast. Ilbrar was known to have been working on a powerful spellward he called the "Fiendmantle," building upon the work and teachings of the legendary archmage Soargar of Lyrabar. The library located within his residence was totally empty. Following the discovery of his body, authorities posted a reward for any information that leads them to his murderers, while privately voicing concerns that the Cult of Eltab (see *Champions of Ruin*) rises once again.
- The mad blue dragon of the Bluefang Water has struck again, sinking a flathull coaster en route to the city of Sarshel. The leader of the consortium, the gruff Faerdrin "the Stonehound" Talathril, has offered a sizable reward for the head of this young wyrm and the recovery of his cargo, believed to now lie at the bottom of Bluefang Water. Faerdrin's representative can be contacted at the Sleeping Siren festhall in Bay Town.

History of Impiltur

The history of modern Impiltur is reckoned to begin with the events of the Fiend Wars and the subsequent Triad Crusade which wrested the realm back from the clutches of the Scaled Horde. Since that time, Impiltur's influence in the lands of the Easting Reach has waxed and waned, culminating in its current insularity and political somnolence due to dynastic difficulties. A brief historical timeline of the realm of Impiltur from this pivotal point in its longer history follows.

Date (DR)	Events
–160	*Year of the Stone Giant* Eltab first summoned at the Citadel of Conjurers.
726	*Year of the Dowager Lady* Impiltur is overrun by the Scaled Horde, an army of demons, from the western fringes of the Rawlinswood and Forest of Lethyr. King Forvar II of Impiltur is slain in the fighting, bringing an end to the Durlarven dynasty of Old Impiltur.
729	*Year of the Twisted Horn* The Triad Crusade: An army dedicated to Tyr, Torm, and Ilmater led by the paladin Sarshel Elethlim travels by sea to ravaged Impiltur and brings the Scaled Horde to battle.
731	*Year of Visions* The paladin army of Sarshel Elethlim defeats the last demon army, led by the balor Ndulu, at the Citadel of Conjurers, bringing the Fiend Wars and the Triad Crusade to an end.
732	*Year of the Proud Father* Sarshel is crowned king of Impiltur and establishes the Elethlim dynasty.
786	*Year of the Moaning Gorge* The three Paladin Princes of Impiltur defeat the returned balor Ndulu and an army of fiends at the Citadel of Conjurers, at the cost of the lives of Crown Prince Essys and Prince Araln. Nord, the youngest of the three, is named Crown Prince and heir to the throne.
788	*Year of the True Believer* Nord is crowned king of Impiltur and begins a campaign to ferret out and hunt down all fiends and fiend-worshipers throughout the kingdom. This campaign lasts for the better part of two decades and is known as the "Harrowing of Nord."

850 *Year of the Empty Throne*
King Beldred of Impiltur leads "the Scouring," a year-long campaign into the western parts of the Rawlinswood that slays and drives forth pockets of demons that survived the Fiend Wars, the Battle of Moaning Gorge, and the Harrowing of his grandfather.

893 *Year of the Raised Sword*
An army of Nar horsemen led by the chieftain Galush attacks north-eastern Impiltur but is defeated at the battle of Twelvepikes on the banks of the Soleine River by an army led by Duke Lantigar Deepstar.

924 *Year of the Cracked Turtle*
Plague causes the death of King Peverel of Old Impiltur and his two male heirs. His sole remaining issue, the Princess Aliia, is deemed too young to rule by the senior nobles at court and a new king is sought by way of royal marriage.

926 *Year of the Fearless Peasant*
Princess Aliia of Old Impiltur dies at sea while en-route to wed her betrothed, Prince Rhiigard of Cormyr, bringing the Elethlim dynasty to an end. Impiltur fractures into a seething cauldron of rival city-states as powerful nobles attempt to gain the vacant throne. Beginning of the Kingless Years.

1038 *Year of Spreading Spring*
The retreat of the Great Glacier leaves the lands of Narfell, Vaasa, and Damara fully free of ice. Large-scale immigration begins to these lands.

1095 *Year of the Dawndance*
The war-captain Imphras Heltharn of Lyrabar unites the city-states of the Easting Reach and leads them to victory over a hobgoblin horde from the Giantspire Mountains.

1097 *Year of the Gleaming Crown*
Imphras the Great is crowned king of refounded Impiltur and establishes the Heltharn dynasty. End of the Kingless Years.

1110 *Year of the Bloody Fields*
Thay marches on Phent, but the combined forces of Impiltur and Thesk, led by King Imphras the Great, defeat the Red Wizards' army.

1127 *Year of the Luminar Procession*
King Imbrar of Impiltur leads an army into the Giantspire Mountains to eradicate the hobgoblin menace. His warriors are murdered and the succubus Soneillon corrupts the king into a death knight. Imbrar's sister Ilmara is crowned queen.

1167 *Year of the Parchment Heretical*
Queen Ilmara of Impiltur marries Rilaun of Sarshel, a young warrior half her age.

1169 *Year of the Earth Shaking*
Imphras II is declared king of Impiltur at birth in accordance with the law, and his father Rilaun takes up arms to seize the throne. He is defeated and Ilmara rules as Queen-Regent until Imphras II attains sixteen years of age.

1185 *Year of the Immoral Imp*
Queen-Regent Ilmara relinquishes the rule of Impiltur to her son, King Imphras II.

1204 *Year of the Private Tears*
King Imphras II begins to exhibit the first signs of madness.

1208 *Year of the Gamine*
Crown Prince Talryn of Lyrabar, heir to the throne of Impiltur, attempts to have his ill father declared unfit to rule and have himself crowned king. His conniving younger brother Lashilmbrar and other

unscrupulous nobles at court succeed in forcing Talryn to flee into exile and thwart his efforts. He takes refuge with the pirates of the Inner Sea.

1212 *Year of Ocean's Wrath*
Talryn returns to Impiltur upon hearing of the death of his father, Imphras II. The News of king's death is a ruse engineered by Prince Lashilmbrar, who succeeds Talryn as Crown Prince when his brother is executed for treason.

1225 *Year of the Winged Worm*
The death of Imphras II sees Lashilmbrar crowned king of Impiltur.

1253 *Year of Beckoning Death*
Impiltur suffers the effects of the devastating Great Plague of the Inner Sea.

1294 *Year of the Deep Moon*
A bandit raid on the king's summer residence sees the death of King Lashilmbrar and Crown Prince Imphras III. This attack is engineered by the ambitious Prince Thaum of Telflamm, son of Kuskur, and nephew to the dead king. Lashilmbrar's second son, fourteen-year-old Rilimbrar, is crowned king of Impiltur with his uncle Kuskur as Prince-Regent.

1295 *Year of the Ormserpent*
Prince Thaum of Telflamm raises a mercenary army and sails across the Easting Reach, sacking Sarshel and then marching inland to seize Filur and the throne of Impiltur. Prince-Regent Kuskur and young King Rilimbrar are forced to flee to Aglarond for sanctuary after their army is defeated west of Dilpur at the Battle of Five Heads.

1296 *Year of the Black Hound*
Queen Ilione of Aglarond intercedes on King Rilimbrar's behalf and sends the Simbul, her heir and apprentice, to slay Thaum with magic. Rilimbrar is restored to the throne despite attempts by treacherous nobles to have Thaum's son Imphras (the future Crown Prince Imphras IV) crowned king in Rilimbrar's stead. Imphras is placed under house arrest for life in Filur.

1336 *Year of the Highmantle*
With no direct male heirs of his own, King Rilimbrar has his daughter Sambryl wed her second cousin Imphras IV. Rilimbrar establishes the Lords of Imphras II, a governing council to control the realm on his death, until such time as his line and that of Imphras IV has died out. In this way he seeks to have the throne pass to the line of his now-dead uncle Velimbrar, fourth son of King Imphras II.

1338 *Year of the Wanderer*
King Rilimbrar of Impiltur dies in a fire at Filur. Crown Prince Imphras IV also perishes in the conflagration, making his wife Sambryl Queen-Regent of the realm. The infant Prince Soarimbrar, a descendant of Velimbrar, is crowned king but cannot rule until his sixteenth year.

1351 *Year of the Crown*
King Soarimbrar and his entire retinue are slain at the hands of unknown assassins while riding through farmlands outside Lyrabar. He is succeeded by his infant nephew Imphras V and Sambryl remains Queen-Regent.

1363 *Year of the Wyvern*
King Imphras V dies of a wasting disease before he can properly claim the throne of Impiltur. He is succeeded by his younger brother Imbrar II (age five). As before, Sambryl remains Queen-Regent of the kingdom.

1373 *Year of Rogue Dragons*
Impiltur is assailed by a Rage of Dragons caused by the machinations of the Cult of the Dragon and their leader Sammaster.

1374 *Year of Lightning Storms*
Current year.

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by Nicholas Hudson and Nicolas Logue • illustrated by Peter Bergting • photography by Tony Moseley

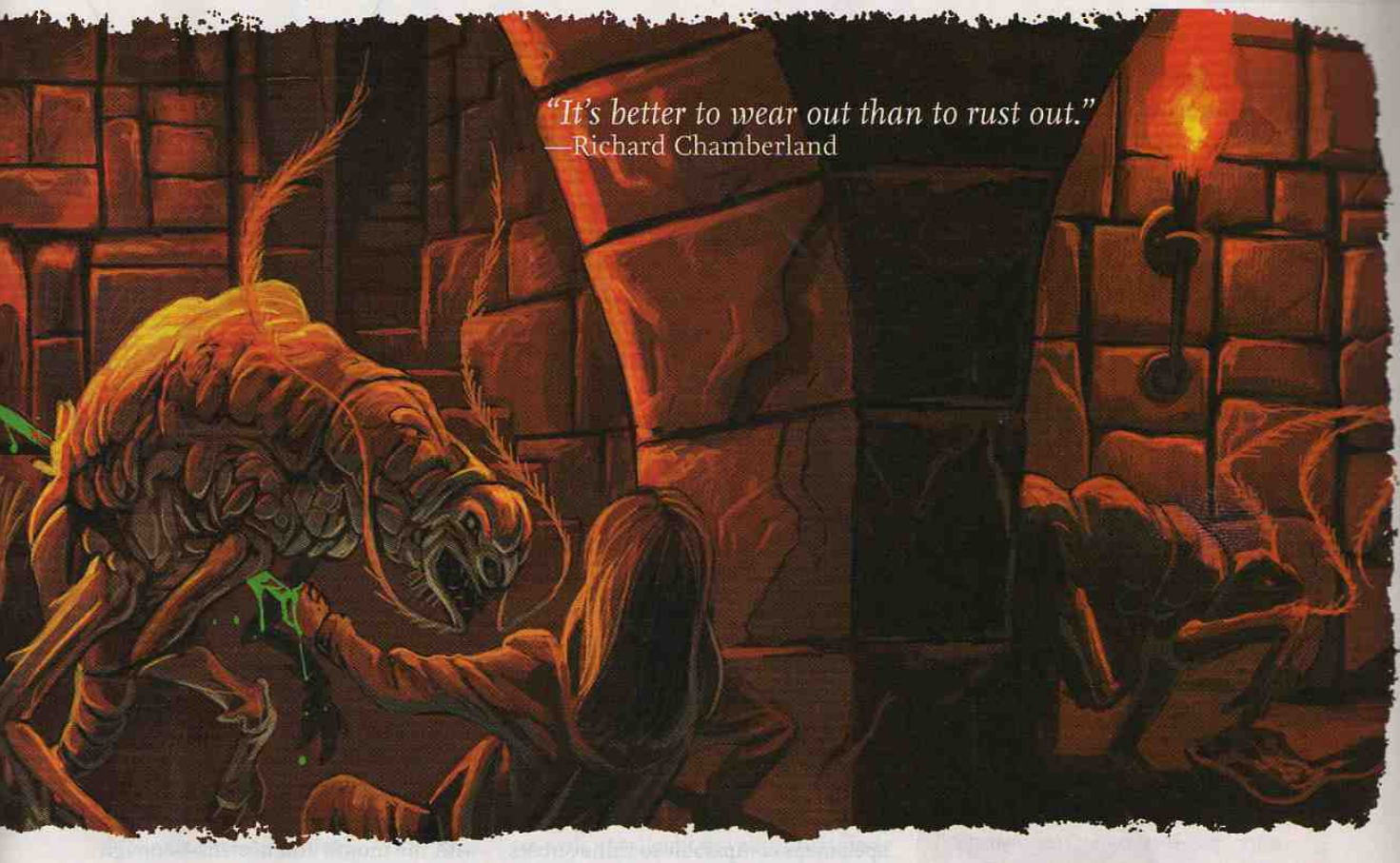
The Ecology of the RUST MONSTER

When magic and metal determine one's prowess, a beast capable of crumbling even artifacts with its merest touch holds the power to ruin armies and shatter kingdoms. Such is the might of the universally dreaded rust monster.

As the cost required to imbue even a simple weapon with magical power greatly outweighs that necessary to return life to the dead, many warriors consider tangling with rust monsters a fate worse than death. Ironically, rust monsters become more dangerous as adventurers become more powerful. As adventurers increase in wealth and experience they possess much more to lose—expensive weapons, magic armor, wonders of sorcerous might, and artifacts from the planes and beyond. While adventuring neophytes might see rust monsters as nothing more than nuisances, hardened veterans speak of these pervasive beasts with a specially held dread—for ruin might be a mere antenna swipe away.

History of the Rust Monster

Rust monsters are woefully under-studied, as most adventurers would rather avoid the beasts than observe them. Even more frustrating, the creatures' peculiar physiology resists dissection by metal scalpels, and such dull-witted beasts have no records or stories of their own. Among the many fanciful theories proposed to explain the origin of rust monsters, scholars favor two.



"It's better to wear out than to rust out."
—Richard Chamberland

The majority view holds that rust monsters originated on the harsh plane of Acheron, having carved out a successful niche there. With an infinite number of metal cubes, rust monsters could feast freely on the essence of the plane itself. Some scholars believe that Acheron's crashing cubes were not always the rusted and pitted wrecks seen today, their pristine geometries eroded over the eons by rust monsters' insatiable hunger.

On Acheron, the native bladeling tribes treat rust monsters with respect and dread. The jagged pages of bladeling holy scriptures predict an apocalypse ensuing when these marauding aberrations bore a planar hole into Mechanus and rust away several key gears, bringing the multiverse to a grinding cataclysmic halt. Lending credence to this belief, some of the best-traveled planar explorers tell tales of planet-sized cubes on Acheron's farthest frontiers, skeletal hulks reduced to little more than rusted frames and home to populations of rust monsters that dwarf the number residing on all the Material Plane. Whether this doomsday paranoia is founded or not, rust monsters seem to have fared quite well on the Material Plane and now feast upon its metals as ravenously as on Acheron's.

A divergent view of the origin of rust monsters holds that they were specifically bred to prevent the rise of technology. Some scholars believe an unnamed entity who once ruled several demiplanes far from the Great Wheel pronounced technology and technological creatures to be inimical to magic and the existing planar order. This intelligence—allegedly an amalgam of sentient plant life—created rust monsters from tiny planar parasites in the hopes of eliminating the

KNOWLEDGE OF THE RUST MONSTER

The following table shows the results of a Knowledge (dungeoneering) check as it relates to rust monsters. Underdark explorers, those who study aberrations, and most veteran adventurers are likely to possess this information.

Knowledge (dungeoneering)	
DC	**Result**
10	Rust monsters are dog-sized insectial creatures best known for their mothlike antennae, the touch of which corrodes metallic objects.
15	A rust monster's carapace destroys metal—even rare minerals like adamantine—just as its antennae do. Wood, stone, and nonmetalic substances are unaffected by these creatures' touch.
20	While dull-witted, rust monsters are tenacious. They can smell metal at great distances and relentlessly pursue their meals, favoring rare and valuable materials to crude metals.
25	Although they are more resistant than normal metal wares, magic weapons and armor are also vulnerable to a rust monster's corrosive powers.

TALES OF RUST AND DOOM

From humble beginnings, rust monsters have been plaguing D&D players (and pleasing DMs) for nearly three decades. Ed Greenwood even presented his take on the rust monster twenty-two years ago, in DRAGON #88, with the first "Ecology of the Rust Monster." Presented here are a few industry insiders' reminiscences regarding D&D's romance with rust.

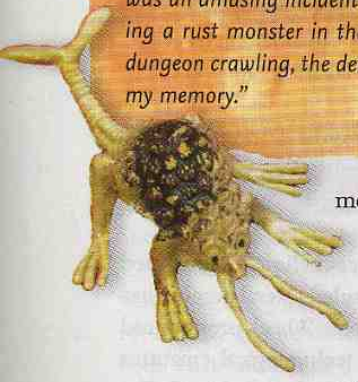
"There isn't much to relate regarding the rust monster, truth be told. When I picked up a bag of plastic monsters made in Hong Kong at the local dime store to add to the sand table array—we were playing Chainmail Fantasy Supplement *miniatures at a 1:1 scale, there was the figurine that looked rather like a lobster with a propeller on its tail.*

"As we assigned names and stats to these critters, bulette and owl bear for instance, nothing very fearsome came to mind regarding the one with the projecting feelers. Then inspiration struck me. It was a "rust monster," a thing whose touch turned ferrous metals to ferrous oxide, even magical steel armor or enchanted iron or steel weapons.

"The players soon learned to hit one with spells and arrows so as to slay it at a distance. When one appeared in the D&D game, usually in a dungeon setting, there was great haste to remove from its vicinity if there was no sure and quick means of destroying it at hand.

"Sadly, although I do recall that there was an amusing incident or two involving a rust monster in the early days of dungeon crawling, the details are lost to my memory."

—Gary Gygax



metal fundamental to many technologies. This rumor is supported in several ancient poetic sagas and songs, especially among nature-loving races and societies. Supposedly, a large concern of adventurers once sought to track down the entity responsible for the genesis of rust monsters. All they found, though, was a land reduced to a crumbled ruin—all vitality sapped from an entire realm collapsed in upon itself.

Despite their base intelligence and manner, rust monsters have come to be potent symbols. Nihilistic groups like the Doomguard favor these beasts as manifestations of the inherent weakness of all matter, while anarchists, freedom fighters, and slaves across the planes cherish the rust monster as a herald signaling the end of shackles and tyranny.

PHYSIOLOGY OF THE RUST MONSTER

Aberrant creatures, rust monsters appear to be equal parts overgrown crustacean and impossibly large insect. While most grow to the size of powerful mastiffs or even small ponies, specimens comparable to rhinoceroses in size, weight, and armor thickness are sometimes found in metal-rich areas.

The most noteworthy part of a rust monster is its antennae. Covered with minuscule, stiff hairs, these antennae tie to a number of complex capillary tubes that stretch into the stomach. Rust monsters breathe in carbon dioxide and convert it into oxygen and other caustic gases. These gases are pumped into the small hairs where, upon contact with metal, the gases quickly initiate an oxidation reaction that corrodes the metal. The name "rust monster" is something of a misnomer, though, as they corrode any metal, not just iron; iron turns into rust, while other metals merely become coarse, worthless dust. A rust monster's carapace is covered in the same hairs as the antennae, corroding all metal coming into contact with its body. Only the boney flanges of a rust monster's tail are devoid of these hairs, a trait useful in the creatures' mating process.

Rust monsters are natural trackers, capable of seeking out an armored opponent as easily as a vein of valuable metal ore. When around bloodshed, the scent of iron in the blood drives hungry rust monsters into a frenzy, and starved specimens have been known to viciously attack wounded creatures.

A rust monster's tail is used for stability and breathing, with a gill-like structure that helps take in—along with the mouth and nostrils—enough carbon dioxide to produce the large supplies of oxygen they need to corrode metal. Males possess larger tails than females, which in addition to breathing they use to attract the attention of potential mates.

Rust monsters hatch from spherical, iron-colored eggs. After a brief pregnancy, a mother lays her clutch of eight to twelve sticky, melon-sized eggs into deposits of metal rich rock. Although the eggs require no special attention, both of the parents stay nearby to ward away any hunters (particularly umber hulks, which view all rust monsters—but particularly their young—as delicacies). After approximately a month the eggs hatch, each spilling out a tiny larval rust monster about the length of a man's forearm. These young have no appendages and look like nothing more than bloated, brownish maggots with moist antennae approximately a foot long. These antennae possess the same corrosive effects as an adult rust monster's, and over the next two years grow in size, along with legs, a bony tail, and a hardened carapace.

Some adventurers hunt juvenile rust monsters as they are more easily handled and turned to specific purposes than adults.

Being aberrations, mutation is natural to rust monsters, and several regional variants exist. Shaggy, blue-white frostfell rust monsters prowl some arctic regions, supplementing oxidation with extreme cold to shatter metals. Moss rust monsters dwell in damp rainforests and swamps, their infected hides riddled with dripping, mossy spores. Dun and khaki-hued waste rust monsters roam desert landscapes, reducing metal they encounter into sand instead of rust. Legends even say the al-Khalid desert was actually once the great sprawling city of a learned and terrible race that raised buildings made of steel, but a horde of rust monsters reduced it to sand in one fell night.

A few unconfirmed theories imply that rust monsters are the larval stage of some other creature. With little evidence, such theories propose obvious links between rust monsters and destructive rust dragons (see page 186 of the *Draconomicon*) or similarly formed annihilators (see page 79 of *Underdark*). Certainly many metals have magical properties, which in concert with aberrations' penchant for mutation could have caused strains of rust monsters to evolve into different creatures. Many sages believe a missing link in a rust dragon's origin might be explained by some connection—or processes—involving rust monsters and metallic dragons. Some studies claim that certain breeds of rust monsters seek out the eggs of metallic dragons and either taint the wyrmling within or transform themselves after feasting on the yolk.

Psychology and Society of Rust Monsters

Rust monsters are solitary creatures. Males are uninterested in reproduction until they come into contact with a rare metal—often adamantine or mithral—that triggers psychological changes. The male harvests bits of the metal and scoops uncorroded chunks up with its tail and travels until it finds a female to present it to. Several males often compete to bring a female the largest amounts of the rarest metals, with but one earning her attention. After winning a mate, the male remains with the female until their eggs hatch, then departs. Adventurers with exotic metal items might find themselves harried by waves of hopeful male rust monsters seeking the rare metals they need to impress a female.

Like underground-dwelling locusts, rust monsters wander the depths searching for metal in any form. Upon finding a place with suitable

"The party was a typical [first edition] bunch... exploring a typical [first edition] hackfest of corridors and idols and rabid lizardmen, when they threatened to go off the map of what I had prepared earlier.

"I was being a cheesy bastard that day, so I said: 'There's a corridor there, but you see an iron golem standing in front of it.' You know, nothing challenges players like the sure-TPK encounter, so they were convinced that was the way to go. I tried, but I couldn't talk them out of it. 'There's supposed to be rich treasure in the temple section' got me nowhere. 'Your henchman are refusing to go fight that thing' didn't work either. They were determined.

"Then one of the players... remembered the rust monster they had avoided in a prior session. 'I bet we could capture that thing and kill the iron golem with it!' he says. [So] that's the way it worked out. Of course, the party demanded full experience for the kill. I refused, saying 'The rust monster killed it. It gets the XP.' Like I said, I was a cheesy bastard that day."

—Wolfgang Baur

"The rust monster... makes me recall my first experience with D&D. I don't even know what edition it was, but my best friend lent me the books, and one had a solo adventure in it. Each section had it's own portion of map drawn on graph paper that you could transfer to your own map. I don't recall much of the dungeon save for the map sections with a statue represented by a star and a rust monster. I fell in love with the concept of roleplaying (and with graph paper) that day. I must have run through the solo adventure about fifteen times in a row, each time faithfully redrawing the map... and pretending I didn't know what lay around the corner. To this day rust monsters give me a warm, fuzzy feeling (and stars make me nervous. Designers never mark a statue on a map unless it's trapped or a golem)."

—Amber E. Scott

metallic food sources, a rust monster seeks out a den, preferring cramped, defensible tunnel complexes with several exits useful for evading predators—particularly umber hulks. When injured by metal-using enemies, rust monsters hide in their tunnels, relying on the cramped space to force as much contact with their corrosive carapaces as possible.

Aside from their native Underdark, rust monsters might make their homes in a variety of other regions, eagerly relocating to any environment with an abundant metal food source. While mountains and ore-rich hills attract many of the creatures, the debris and metal-strewn sewers of most cities prove especially hospitable. Many civil officials dread rust monsters and the damage they can do on a community's substructure. Rumors of rust monsters infesting a city's depths often precede retellings of the tale of Haven City, a cliff-side port, half of which supposedly slid onto the sea when rust monsters devoured its underground supports.

Many societies with access to rust monsters seek to domesticate them, hoping to deny their enemies the advantage of metal weaponry (see page 86 of the *Arms and Equipment Guide*). In addition to war, rust monsters serve other uses. Many duergar train rust monsters to track veins of ore or employ the aberrations against enemy fortifications and spells like *wall of iron*. In some societies, enterprising surgeons use rust monster larva to dissolve and eliminate shrapnel, barbed arrowheads and other invasive metal weaponry. Rust monsters are also extremely useful for destroying cursed items, and many adventurers laden with malignant magic items seek them out. Creatures vulnerable to specific metals also often exploit the defensive potential of rust monsters. Noble fey houses and packs of lycanthropes sometimes train rust monsters as guardians, eager to destroy the substances that would do their masters harm.

ADVANCED RUST MONSTER

Rust monsters advance exclusively by Hit Dice, growing in size as they age. Such oversized specimens might be found wandering metal-rich regions or as domesticated war beasts.

Like a personification of the rage warriors feel toward rust monsters, o-Akasabi-*sama* is an ancient and cunning creature. Over the decades this monstrosity has destroyed the weapons and holy katanas of numerous master swordsmen, many of whom committed ritual suicide in disgrace. Now the ghosts of these dishonored warriors haunt the seemingly oblivious rust monster, bitterly goading others into o-Akasabi-*sama*'s corrosive reach.

O-AKASABI-SAMA **CR 8**
Advanced rust monster
N Large aberration
Init +3; **Senses** darkvision 60 ft., scent; Listen +10, Spot +10
AC 20, touch 12, flat-footed 17
hp 142 (15 HD)
Fort +10, **Ref** +8, **Will** +11
Spd 40 ft. (8 squares)
Melee antennae touch +16 melee (rust) and bite +11 melee (1d6+3)
Space 10 ft.; **Reach** 10 ft.
Base Atk +10; **Grp** +20
Abilities Str 22, Dex 16, Con 21, Int 2, Wis 15, Cha 6
Feats Ability Focus (rust), Alertness, Combat Reflexes, Improved Natural Armor, Improved Natural Attack (bite), Track
Skills Listen +10, Spot +10, Survival +8
Rust (Ex) When o-Akasabi-*sama* makes a successful touch attack with its antennae, it causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 28 Reflex save or be dissolved. A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.
Spectral Entourage o-Akasabi-*sama* is attended at all times by at least three rust-colored wraiths that harry well-armed opponents and try to draw them into the rust monster's clutches. With his undead entourage, o-Akasabi-*sama* is EL 10.

by Andy Collins • illustrated by Andrew Hou

OFFICIAL ANSWERS TO YOUR QUESTIONS

It's been a while since the Sage visited Eberron, and in his absence a number of questions have arrived regarding characters from that campaign setting. On the way back, the Sage tackles a few *polymorph*-related questions spawned by recent errata and additions to the game. Send the Sage your questions at **sageadvice@paizo.com**.

When an artificer scribes a scroll, is it an arcane scroll, a divine scroll, or neither?

Actually, it's either.

As part of emulating the spell required to create the scroll, the artificer may choose to treat it either as an arcane spell or a divine spell. This has no bearing on the artificer's ability to use the scroll (unless he has levels in a spellcasting class with access to the spell in question, he must make a Use Magic Device check to use the scroll regardless of whether it's arcane or divine), but it's quite important if anyone else wants to use it.

Are artificers required to use arcane material components or arcane foci for infusions that simulate spells? What about a divine focus?

No. An artificer is neither an arcane spellcaster nor a divine spellcaster, and thus isn't required to use a material component or focus that's normally required only of casters of those types.

The artificer may ignore any component listed as an "arcane material component," and may ignore any focus listed as an "arcane focus" or "divine focus." For example, even though the 1st-level artificer infusion *identify* is listed with M (indicating material component), the artificer need not supply the component as part of imbuing the infusion, since that spell lists the component as an "arcane" material component.

Effectively, this allows the artificer to ignore any "Components" line listed as "F/DF" or "M/DF" (see "Components," on page 174 in the *Player's Handbook*, for an explanation of these entries).

Page 282 of the *Dungeon Master's Guide* says an item that requires a specific class or alignment to use cuts the cost of the item by 30%. The Extraordinary Artisan feat (*Eberron Campaign Setting*, page 53) says when determining the cost when creating an item, reduce the base price by 25%. Do these reductions stack?

Effectively, yes. Extraordinary Artisan cares only about the actual base price of the item, however the DM has determined it. It doesn't care how that value was determined.

If the DM determined that a new magic item would normally have a price of 10,000 gp, but that by adding a restriction on its use its appropriate price dropped to 7,000 gp, a character would normally have to spend 3,500 gp of raw materials in order to create that item. A character with Extraordinary Artisan would spend raw materials as if the base price were 25% lower than 7,000 gp (or 5,250 gp), which would result in only 2,625 gp of raw material cost.

Remember that the *Dungeon Master's Guide* only provides pricing guidelines, not strict rules. The sidebar on page 282 suggests a few rough adjustments that might help in finding an appropriate price, but whenever you create a new magic item, be sure its price is based on a reasonable comparison to other magic items of similar power level and utility. The DM is strongly encouraged to adjust the price of any player-created magic item to ensure that it is appropriate for the campaign. This is particularly true of player-created items with a restriction on who can use them, since that restriction often isn't significant in play. (Creating a magic rod that only works for good-aligned characters doesn't really prevent it from being passed around in the party as needed, so it probably shouldn't result in much—if any—price reduction.)

Can a half-dragon elf gain (and use) the Mark of Shadow? What about an elf lich?

Yes and no.

Simply changing your type normally doesn't bar you from manifesting a dragonmark associated with your race (or from using a dragonmark you've already manifested).

Undead, however, are incapable of manifesting or activating any of the dragonmarks described in the *Eberron Campaign Setting*.

Is a warforged juggernaut affected by the class features of the quori nightmare prestige class (*Races of Eberron*, page 148)?

At 3rd level, the warforged juggernaut becomes immune to all mind-affecting abilities (due to his construct perfection II class feature). As the disturbing touch, nightmare touch, terror, and embodiment of nightmare class features of the quori nightmare are mind-affecting abilities, the warforged juggernaut becomes immune to them beginning at 3rd level.

Note that since warforged characters do not sleep, they are by definition immune to the harmful effect of nightmare touch (which requires its victim to attempt to sleep).

Can a warforged juggernaut gain levels in the reforged prestige class (*Races of Eberron*, page 161)? If so, what happens to a warforged juggernaut's class features if that character chooses to advance through all three levels of reforged? What about going the other direction (a reforged becoming a warforged juggernaut)?

There's nothing stopping a warforged juggernaut from qualifying for the reforged prestige class. In general, the class features from both prestige classes would apply normally, but note that the character would lose his Adamantine Body feat upon reaching 3rd level as a reforged.

The only tricky interaction is between the 3rd-level warforged juggernaut's healing immunity class feature and the reforged's magical healing class feature. In this case, the warforged juggernaut's immunity takes precedence. That's because the reforged's class feature is an adjustment to the normal warforged limit to magical healing, while the warforged juggernaut is a blanket immunity to all such effects.

As far as a reforged becoming a warforged juggernaut, the character could do so but would have to begin progression as a juggernaut before reaching 3rd level as a reforged. That's because at 3rd level, a reforged loses any warforged feats he possesses, including the Adamantine Body feat required for the warforged juggernaut. Thus, such a character could never qualify for the warforged juggernaut prestige class.

If the character already had one or more levels in warforged juggernaut before reaching 3rd level as a reforged, he would retain all warforged juggernaut class features (even the armor spikes gained at 1st level, since these aren't the result of a warforged feat) but could not gain any additional levels in the prestige class.

Is the benefit granted to an 18th-level shifter druid with the beast spirit class feature (*Races of Eberron*, page 127) cumulative with the 9th-level class feature of the moonspeaker prestige class (*Races of Eberron*, page 143)? If the character had already taken the Extra Shifter Trait feat (*Eberron*

***Campaign Setting*, page 53), would she then have four shifter traits?**

Yes and yes.

At 18th level, a druid who has selected shifter druid 1 as a racial substitution level gains the Extra Shifter Trait feat as a bonus feat (even if the character already has it).

At 9th level, the moonspeaker prestige class also grants the Extra Shifter Trait feat as a bonus feat (even if the character already has it).

Remember that only one temporary ability score bonus (from the character's first shifter trait) applies while shifting.

Can a spirit shaman (*Complete Divine*, page 14) chastise a quori? If so, can she chastise such a creature that has control over a host body?

Quori are considered spirits for the purpose of being affected by the spirit shaman's powers, as well as by any spells or effects that affect spirits.

However, a quori spirit within another creature (such as an Inspired host) is immune to all powers that affect spirits except for exorcism.

What's the difference between the *polymorph* spell and the polymorph subschool of the transmutation school (appearing in *Player's Handbook II*)?

The polymorph subschool was created to provide a central location for rules used by spells that change a character's form. This allows new shape-changing spells to avoid reiterating the same information over and over again.

Existing spells that change a character's form (such as *alter self* and *polymorph*) might vary from the basic rules presented in the subschool. In places where a spell presents different information from the subschool, the spell takes precedence.

[The following answer is a correction to an earlier Sage Advice entry.]
Can you use *polymorph* to turn into a creature with a template?

No.

While the *polymorph* spell doesn't comment on this issue directly, in a previous incorrect answer the Sage fell victim to an all-too-easy mistake: he neglected to carefully consult other spells in the same chain as *polymorph*. *Alter self* clearly states that you "cannot take the form of any creature with a template."

[The following answer is a correction to an earlier Sage Advice entry.]
Are racial traits considered extraordinary abilities for the purpose of *alter self*, *polymorph*, and similar effects? That is, do I lose my racial traits or keep them when I change my form?

In a previous answer, the Sage described most racial traits as extraordinary qualities, but on further inspection that ruling proves problematic in play (and not very supportable in theory).

Unless a racial trait is specifically referred to elsewhere as an extraordinary, supernatural, or spell-like ability (such as blindsense or damage reduction), it isn't any of those.

Unfortunately, the spells in question are silent in indicating whether racial traits are kept or lost. For *alter self* and the alternate form and change shape special abilities, it's reasonable to conclude that they are retained (and new ones aren't gained), since your type and subtype(s) remain the same regardless of the new form.

However, the *polymorph* spell (and any other spell that specifically refers to it) does change your type and subtype(s) to match the new form. Thus, your existing racial traits should be lost (and new ones gained) when using such an effect. (It's perfectly fine, as a house rule, to have the character retain his own racial traits in place of those of the new form, if the DM and players find that easier to track.)

Other spells of the polymorph subschool replace the character's existing racial traits (as well as virtually all other game statistics) with those of the new form, which makes the switch easier to adjudicate. See the polymorph subschool in *Player's Handbook II* for details.

Any racial trait specifically designated as extraordinary, supernatural, or spell-like ability follows the normal rules for the spell used.

Dragon

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by Stefan Happ, with Paul Leach • illustrated by Kalman Andrasofszky and Andy Belanger

Scout Feat and Options

Scouts are some of the most versatile characters in D&D: they have the skill points, extra damage, and trap-disabling abilities of rogues; evasion; the fast movement of barbarians; bonus feats like fighters; and, at higher levels, blindsense and blindsight. Such a flexible class can be taken in a number of directions. The supplemental rules presented here can help you create a truly unique scout.

Skills

Although a cross-class skill, some scouts (especially light cavalry, described below) take ranks in Handle Animal. When they do, many teach their animal allies the following new trick.

Watch (DC 20): The animal hides on command and stays quiet even if surprised. While hiding, it tries to stay out of sight until called. The animal trained to scout does not balk in total darkness (DC 5 Handle Animal) or strange environments (DC 10 Handle Animal). It tolerates wearing sound-damping barding, tack, and other special items designed to quiet its passage.

Feats

The feats presented here enhance some of the scout's core abilities.

Acrobatic Skirmisher [General]

You can skirmish while performing daring acts of acrobatics.

Prerequisite: Dex 13, Tumble 5 ranks, skirmish ability.

Benefit: When you successfully make a Tumble check to avoid attacks of opportunity while moving through a square occupied by an opponent, your skirmish damage against that opponent increases by +1d6 points of damage until the beginning of your next turn.

Special: A scout may select Acrobatic Skirmisher as one of his scout bonus feats (see page 12 of *Complete Adventurer*).

Improved Acrobatic Skirmisher [General]

Your exceptional training and dedication has expanded your ability to skirmish while avoiding the enemy's blows, allowing you to deal potentially crippling damage while tumbling around your foes.

Prerequisite: Dex 13, Tumble 10 ranks, Acrobatic Skirmisher, skirmish ability.

Benefit: When you successfully make a Tumble check to avoid attacks of opportunity while moving through a square occupied by an opponent, your skirmish damage against that opponent increases by +2d6 points of damage until the beginning of your next turn. This overlaps (does not stack with) the damage increase from Acrobatic Skirmisher.

Special: A scout may select Improved Acrobatic Skirmisher as one of his scout bonus feats.

Mounted Fighting [General]

You are especially effective when fighting atop a mount.

Prerequisites: Ride 11 ranks, Mounted Combat, Base Attack Bonus +8.

Benefit: You gain a +1 bonus on all attack and damage rolls you make while mounted.

Special: A fighter may select Mounted Fighting as one of his fighter bonus feats.

A scout may select Mounted Fighting as one of his scout bonus feats.

Passive Reconnoiter [General]

You have learned to perceive your surroundings with an acute eye and ear.

Prerequisite: Survival 4 ranks.

Benefit: You gain a +3 circumstance bonus on Listen and Spot checks whenever you spend a full-round action doing nothing other than concentrating on locating opponents.

Special: A scout may select Passive Reconnoiter as one of his scout bonus feats.

Ranged Skirmisher [General]

You have extensive training in making ranged attacks while skirmishing.

Prerequisites: Dex 15, Wis 13, Far Shot, Point Blank Shot, skirmish ability.

Benefit: You may apply the extra damage from the skirmish ability to ranged attacks made against targets within 60 feet.

Normal: You may apply the extra damage from the skirmish ability to ranged attacks made against targets within 30 feet.

Special: A scout may select Ranged Skirmisher as one of his scout bonus feats.

Scout the Path [General]

You have received training in leading small groups through enemy territory, helping them stay undetected and guiding them effectively through difficult terrain.

Prerequisite: Survival 4 ranks.

Benefit: While trailblazing (see page 103 of *Complete Adventurer*), you gain a +3 bonus on Survival checks. In addition, as a full-round action you can grant a +1 bonus on all Hide and Move Silently checks made by allies within 20 feet.

Special: A scout may select Scout the Path as one of his scout bonus feats.

Scout Variants

With your DM's permission, you may choose one of these variant class features for your scout. Variant class features first appeared in *Player's Handbook II*.

Light Cavalry

The mainstay of many armies, light cavalry scouts are the vanguard for large military forces, reconnoitering the path ahead, marking traps for sappers, securing campsites, and riding picket to give the army early warning of enemy attacks and ambush. If you select the light cavalry variant class feature, you lose some of your speed and stealth in order to gain a specially bonded mount. You also transfer some of your abilities to your mount. As a light cavalry scout, you shine in battles fought in the open, where your mount's high speed can be utilized most effectively.

Level: 5th

Replaces: By choosing the light cavalry variant class feature, you give up fast movement (normally gained at 3rd level and improved at 11th level), camouflage (normally gained at 8th level), hide in plain sight (normally gained at 14th level), and free movement (normally gained at 18th level).

Benefit: At 5th level, you gain a special mount as a paladin of your scout level, with a few minor changes. Your special mount must be fast, and most are relatively small members of their species (i.e., without advancement via Hit Dice). The light cavalry scout special mount gives up share spells (normally gained when its master is 5th level) and *command* creatures of its kind (normally gained when its master is 11th level). In exchange, the light cavalry scout special mount gains fast movement (+10 feet at 5th level and +20 feet at 11th level), trackless step (as the scout ability, at 11th level), and free movement (as the scout ability, at 15th level).

Sniper

Some scouts do not specialize in close-quarters skirmishing, but instead stalk their targets from afar. This kind of scout prefers a precise, potentially lethal shot from the most extreme reaches her weapon allows, all the while remaining well hidden. If you select the sniper variant class feature, you give up your ability to deal extra damage in melee and a bonus to your Armor Class to gain that extra damage from a distance. You shine in the wilderness, especially on the plains or in other environments that let you stay far from the action while still giving you a clear line of sight.

Level: 1st

Replaces: By choosing the sniper variant class feature, you give up both the skirmish ability (normally gained at 1st level) and fast movement (normally gained at 3rd level and improved at 11th level).

Benefit: At 1st level, you gain the ability to make precise shots at long range. As a full-round action you can make a precise shot against a target farther than 60 feet away. You cannot move (even a 5-foot step) in the round you take the shot. If you hit, you deal an extra 1d6 points of damage. The extra damage applies only to attacks made with a missile weapon, such as a bow or crossbow. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

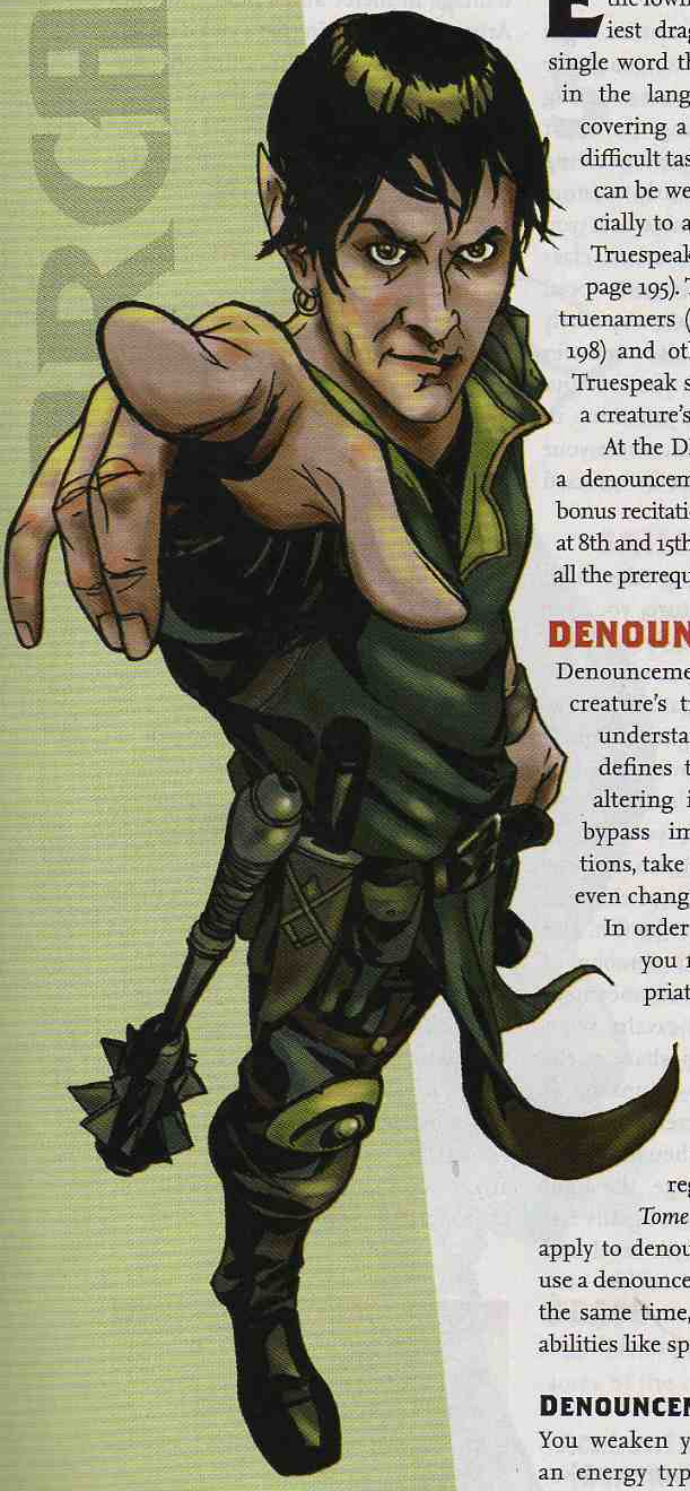
The extra damage only applies against living creatures with a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. You must be able to see the target well enough to pick a vital spot. If it has any form of cover or concealment you cannot use this ability against it.

SCOUTS AND DISABLE DEVICE

Recent errata (located at **wizards.com/default.asp?x=dnd/er/20040125a**) makes Disable Device a class skill for scouts.

by Mark Jackman • illustrated by Kalman Andrasofszky and Andy Belanger

The Power of Truenames



Every creature in existence, from the lowliest peasant to the mightiest dragon, has a truename, a single word that describes it perfectly in the language of creation. Discovering a personal truename is a difficult task, but the power it holds can be well worth the effort, especially to a character skilled in the Truespeak skill (see *Tome of Magic*, page 195). The following feats allow truenamers (see *Tome of Magic*, page 198) and other characters with the Truespeak skill to find new uses for a creature's personal truename.

At the DM's option, you may take a denouncement feat instead of the bonus recitations feats normally gained at 8th and 15th level. You must still meet all the prerequisites of the feat.

Denouncements

Denouncements allow you to use a creature's truename against it. By understanding how the name defines the creature and subtly altering its inflections, you can bypass immunities and protections, take control of its actions, or even change its very nature.

In order to use a denouncement you must possess the appropriate feat and know the truename of the target creature by succeeding on a Truespeak check (DC 15 + [2 × target creature's CR]). All the rules regarding utterances (see *Tome of Magic*, page 232) also apply to denouncements. You may not use a denouncement on multiple foes at the same time, or in conjunction with abilities like speak unto the masses.

Denouncement of Energy

You weaken your foe's resistance to an energy type by warping his personal truename.

Prerequisites: Truespeak 12 ranks, any recitation feat, ability to speak utterances, must know your own personal truename.

Benefit: You lower a creature's energy resistances by 5 for 3 rounds by succeeding on a Truespeak check to say its personal truename. The Truespeak DC to use this denouncement is 5 higher than normal.

This feat does not grant you knowledge of a creature's resistances. It has no effect on creatures immune to an energy type rather than merely resistant. The reduction caused by this feat does not stack with itself, but you can use it multiple times on the same target to extend the duration of the reduction.

Denouncement of Focused Aggression

You can mask allies by warping your foe's truename.

Prerequisites: Truespeak 12 ranks, any recitation feat, ability to speak utterances, must know your own personal truename.

Benefit: As an immediate action on a foe's turn, you can designate one of your allies as someone your foe cannot attack with melee or ranged attacks until the end of his turn. This only affects the foe's ability to make attacks for the rest the round. You can choose to use this ability in the middle of a foe's turn, even in the middle of a full attack action (and even if he already attacked the designated ally). You can designate yourself as an ignored target. You must succeed on a Truespeak check to say your foe's personal truename. The Truespeak DC to use this denouncement is 10 higher than normal.

You can only choose a specific combination of attacker and protected target three times per encounter, but you may choose any particular attacker or protected target at will.

Denouncement of Garbled Words

You warp a creature's truename to alter his perception.

Prerequisites: Truespeak 15 ranks, any recitation feat, ability to speak utterances, must know your own personal truename.

Benefit: You make the target confused, as the spell *confusion*, for 1 round. Even creatures immune to mind-affecting effects become confused. You must succeed on a Truespeak check to say your target's personal truename. The Truespeak DC to use this denouncement is 10 higher than normal.

Denouncement of the Stalwart Shield

You can weaken an opponent's spell resistance by warping his truename.

Prerequisites: Truespeak 12 ranks, any recitation feat, ability to speak utterances, must know your own personal truename.

Benefit: You lower a creature's spell resistance by 5 for 3 rounds by succeeding at a Truespeak check to say its personal Truename. The Truespeak DC to use this denouncement is 10 higher than normal.

This feat does not grant you knowledge of a creature's spell resistance. The reduction caused by this feat does not stack with itself, but you can use it multiple times on the same target to extend the duration of the reduction.

Denouncement of the Unleashed Spell

You can shield allies from your foe by warping his truename.

Prerequisites: Truespeak 12 ranks, any recitation feat, ability to speak utterances, must know your own personal truename.

Benefit: As an immediate action on a foe's turn, you can designate one of your allies as someone your foe cannot target with spells or spell-like abilities until the end of his turn. This only affects the foe's ability to target spells or spell-like abilities for the rest the round. This does not protect your ally from area effects. You can designate yourself as an ignored target. You must succeed on a Truespeak check to say your foe's personal truename. The Truespeak DC to use this denouncement is 10 higher than normal.

You can only choose a specific combination of attacker and protected target three times per encounter, but you may choose any particular attacker or protected target at will.

Denouncement of Untouchable Form

By warping its truename, you can make your foe easier to harm.

Prerequisites: Truespeak 12 ranks, any recitation feat, ability to speak utterances, must know your own personal truename.

Benefit: You lower a creature's damage reduction by 5 for 3 rounds when you succeed on a Truespeak check to say its personal truename. The Truespeak DC to use this denouncement is 10 higher than normal.

This feat does not grant you knowledge of a creature's damage reduction. It has no effect on creatures immune to a type of damage. The reduction caused by this feat stacks with itself. You may, for example, reduce a creature's damage reduction by 5 one round and an additional 5 the following round. Using the ability in this way does not change the duration, so the first reduction you create ends 1 round before the next. You may also choose to reduce multiple forms of damage reduction from the same creature, with each reduction having its own duration.

Truename Support

In addition to denouncements, truenamers have found other ways to alter and enhance their abilities. The following feats are just some examples.

Greater Named Spell [Metamagic]

You speak your foe's truename to make him susceptible to your spells.

Prerequisites: Truespeak 9 ranks, Named Spell.

Benefit: You can make a Truespeak check to say a creature's personal truename. Until the end of your next turn, the DC of any spell you cast increases by +2 for that creature and you gain a +2 bonus on caster level checks to overcome that creature's spell resistance. The level of the spell does not increase. This bonus stacks with other bonuses on spell DCs and caster level checks, including the ones from Named Spell, Spell Focus, and Spell Penetration.

Special: You cannot apply this feat to spells that have area effects or more than one target.

Named Spell [Metamagic]

You increase the potency of your spells by interweaving them with your opponent's truename.

Prerequisites: Truespeak 6 ranks.

Benefit: You can make a Truespeak check to say a creature's personal truename. Until the end of your next turn, the DC of any spell you cast increases by 2 for that creature and you gain a +2 bonus on caster level checks to overcome that creature's spell resistance. The level of the spell does not increase. This bonus stacks with other bonuses on spell DCs and caster level checks, including the ones from Spell Focus and Spell Penetration.

Special: You cannot apply this feat to spells that have area effects or more than one target.

Truename Scholar [General]

Through additional effort you can speak another creature's truename with the same ease as your own.

Prerequisites: Truespeak 4 ranks, Skill Focus (Truespeak), must know your own personal truename.

Benefit: You may perform a ritual requiring three days (8 hours per day) and the expenditure of 500 gp × the creature's CR in order to permanently gain a +4 competence bonus on all Truespeak checks to say that creature's name.

Normal: A truenamer has a +4 competence bonus on Truespeak checks made to say his own name.

by Scott Fitzgerald Gray • illustrated by Kalman Andrasofszky and Andy Belanger

SACRED ENFORCERS

Clerics typically and rightfully act as the most high-profile defenders of a faith, but they are not the sole monastic guardians of the holy and the divine. In faiths devoted to lawful good deities, paladins form a second branch of defenders who focus even more on the martial tradition. Most clerics and paladins fail at operating inconspicuously. When a lawful good church requires subtlety or discretion, most turn to specially trained monastic orders that frequently operate outside the church's normal hierarchy. Such covert defenders and faithful spies are commonly known as sacred enforcers.

Sacred enforcers take a number of forms, depending on the exact deities they worship. Even within the same faith, they rarely have the same abilities. Presented here are several variant class features specially suited to religious-minded monks. Some of these abilities depend on the deity the sacred enforcer worships.

SACRED PATH FIGHTING STYLES

A sacred enforcer's training departs from a standard monk's training. Page 52 of *Unearthed Arcana* presents the concept of alternative fighting styles. In exchange for the freedom to choose her bonus feats, a monk who takes a specific style gains a +2 bonus on a specific skill and at 6th level can gain an additional ability if she meets the prerequisites (she must meet the prerequisites at 6th level to gain this ability). She need not have any of the prerequisites normally required for these feats to select them. Sacred enforcers of each lawful deity follow a tradition unique to their faith, as represented by sacred path fighting styles. A monk must have the same alignment of her deity in order to follow her deity's sacred path.

SACRED PATH OF HEIRONEOUS

Sacred enforcers of the god of valor are untiring in their faith and relentless in hunting down those who oppose it.

1st-Level Skill Bonus: Diplomacy

1st-Level Feat: Endurance

2nd-Level Feat: Negotiator

6th-Level Feat: Weapon Specialization (longsword)

6th-Level Bonus Ability: When making a flurry of blows attack, you may use a longsword as a monk special weapon. *Prerequisites:* Diplomacy 4 ranks, proficient with the longsword.

SACRED PATH OF HEXTOR

The god of tyranny inspires a ruthlessness in his sacred enforcers that frightens even the faithful.

1st-Level Skill Bonus: Intimidate

1st-Level Feat: Endurance

2nd-Level Feat: Persuasive

6th-Level Feat: Weapon Specialization (flail)

6th-Level Bonus Ability: When making a flurry of blows attack, you may use a flail as a monk special weapon. *Prerequisites:* Intimidate 4 ranks, proficient with the flail.

SACRED PATH OF MORADIN

Such is the strength of faith in dwarven culture that most of the few dwarven monks follow the sacred enforcer path. Only dwarves may follow the sacred path of Moradin.

1st-Level Skill Bonus: Balance

1st-Level Feat: Improved Sunder
2nd-Level Feat: Cleave
6th-Level Feat: Diehard
6th-Level Bonus Ability: When you make a sunder attack with a warhammer, you deal extra damage equal to half your monk level. *Prerequisites:* Balance 9 ranks, proficient with warhammer.

Sacred Path of St. Cuthbert

Sacred enforcers of St. Cuthbert dedicate themselves to swift and decisive retribution.
1st-Level Skill Bonus: Survival
1st-Level Feat: Track
2nd-Level Feat: Alertness
6th-Level Feat: Power Attack
6th-Level Bonus Ability: Whenever you roll a natural 20 on an attack roll (regardless of whether the attack eventually becomes a critical hit) you strike a blow with such precision that it leaves a small mark on your target. A target bearing this mark takes a –1 penalty on saving throws and a –1 penalty to its Armor Class for a number of rounds equal to one-half your monk level. *Prerequisites:* Survival 4 ranks, Spot 9 ranks.

Sacred Path of Wee Jas

Sacred enforcers of the goddess of death and magic frequently utilize the latter portfolio to bring about the former.
1st-Level Skill Bonus: Use Magic Device
1st-Level Feat: Improved Initiative
2nd-Level Feat: Skill Focus (Use Magic Device)
6th-Level Feat: Blind-Fight
6th-Level Bonus Ability: You gain a bonus on Use Magic Device checks equal to one-half your monk level. *Prerequisites:* Use Magic Device 4 ranks, Knowledge (religion) 9 ranks.

Sacred Path of Yondalla

Yondalla's role as protector sees her sacred enforcers serving as roaming wardens among halfling communities. Only halflings may follow the sacred path of Yondalla.
1st-Level Skill Bonus: Jump
1st-Level Feat: Improved Initiative
2nd-Level Feat: Weapon Finesse
6th-Level Feat: Mobility
6th-Level Bonus Ability: Whenever you attack with a flurry of blows you gain a +1 bonus on all saving throws until the beginning of your next turn. *Prerequisites:* Jump 9 ranks, Dodge.

Sacred Enforcer Variant Class Features

Sacred enforcers can further distinguish themselves from one another and from normal monks with the following variant class features (as introduced in *Player's Handbook II*).

Sacred Strike

Sacred strike grants you greater flexibility in which creatures you can affect with your *ki* strike ability, allowing you to more effectively combat those who invoke your deity's wrath.
Level: 4th
Replaces: If you select this class feature, you do not gain *ki* strike (magic) (or any later improvements to that class feature) or improved evasion.
Benefits: When you attack with your deity's favored weapon you may make a special smite attack against the sworn enemies of your faith a number of times per day equal to 1 + your Wisdom modifier (minimum once per day). Add your Charisma bonus (if any) to your attack roll and you deal 1 extra point of damage per monk level. If you smite a creature that is not an enemy of your faith, the smite has no effect and that use of the ability is spent.

Deity	Sworn Enemies
Heironeous	All evil creatures
Hextor	All good creatures
Moradin	All evil creatures
St. Cuthbert	All chaotic creatures
Wee Jas	All chaotic creatures
Yondalla	All evil creatures

Your sacred strike improves with your class level. At 10th level, your sacred strike deals damage as above and stuns an enemy of your faith for 1 round (Will save negates, DC 10 + 1/2 your monk level + your Wisdom modifier). At 16th level, your sacred strike can stuns an enemy of your faith for 1 round (Will save negates, DC 10 + 1/2 your monk level + your Wisdom modifier) and blinds that enemy for 1d8 rounds (no save for blindness effect). Creatures immune to critical hits are immune to the stunning and blinding effects.

Unwavering Dedication

Sacred enforcers are sometimes called upon to learn special techniques and abilities not taught to monks. You can ignore the multiclass restrictions of the monk for some classes.
Level: 3rd
Replaces: If you select this class feature, you do not gain still mind.
Benefits: Taking levels in cleric, paladin, or blackguard (depending on your alignment) does not prevent you from taking monk levels. If you take levels in any other class, you lose your ability to progress as a monk as usual. Taking levels in monk does not prevent you from advancing as a paladin.

Wholeness of Others

Like their cleric brethren, sacred enforcers frequently look beyond themselves to the safety and well-being of others. Although they tend to work alone, some sacred enforcers like to travel with companions. These sacred enforcers learn the secret *ki* techniques necessary to heal the wounds of others.
Level: 7th
Replaces: If you select this class feature, you do not gain wholeness of body.
Benefits: You can heal the wounds of others with a touch. You can heal a number of hit points of damage equal to twice your current class level each day, and you can spread this healing out among several uses and recipients. Each use is a standard action. You may not heal yourself with this ability.

Ex-Sacred Enforcers

A sacred enforcer who becomes nonlawful or abandons her deity cannot gain further levels in this class. She loses her sacred strike and wholeness of others abilities. Ex-sacred enforcers retain all other class abilities.

by Paul Leach • illustrated by Kalman Andrasofszky and Andy Belanger

EASTERN CATAPHRACTS

The knights of Western Europe's Middle Ages inspire players to create characters who emulate one of history's most iconic warriors. Heavily armored, equipped with lances and swords, and charging into battle mounted on barded horses, quasi-historical knights readily find a place in many campaigns. While the image of the medieval cavalier serves as the epitome of the heavy cavalryman, he descends from a long line of armored horsemen that originated in the southern steppes of Eurasia centuries before the Common Era: the *cataphracts*. The following archetypes provide players with more options for developing their mounted warriors.

Early Cataphract: Until *cataphracts* evolved at the edge of the Hellenistic world, the best-equipped heavy horseman limited his armor to a padded, felt, or scale corselet and armed himself with javelins and maybe a thrusting spear or other light sidearm; his horse wore no barding. The typical *cataphract*'s panoply included heavy body armor, a partially or completely armored mount, and an extra-long spear or lance. He often wore a bronze or iron helmet decorated with the mask of a bearded face. While the *cataphract* never outnumbered other forms of cavalry, he usually proved effective against all but the most disciplined and determined infantry.

The Macedonian companions of Alexander the Great introduced the *xyston*, a pike-length cavalry spear, to Asia Minor and the Near East. The Seleucid successors to Alexander's Asian provinces adopted the heavy armor (for both rider and mount) of their Persian neighbor and paired it with the esteemed two-handed cavalry lance. Never more than a minority, the Seleucid and Parthian Persian *cataphracts* served as elite shock cavalry for armies dominated by horse archers and lightly armed infantry. The *cataphracts*, in mass formation, pressed the attack after the light cavalry created gaps in the enemy line through harassing and demoralizing attrition.

The Early *Cataphract* Equipment Chart is not all-inclusive. The Greek *kopis* used a number of side arms, such as short swords, longswords, and daggers. The barding could be considerably lighter as well. Padded, leather, or studded leather barding easily replicates or approximates actual horse armor used by Hellenistic *cataphracts* of the third through first centuries BCE.

Sassanid Persian *Clibanarius*: With their ascension over the Parthian dynasty in the third century CE, the Sassanids soon introduced a new variation of the *cataphract* to the Persian Empire—the *clibanarius*. Similar to the *cataphract* but equipped with a bow and lance, the *clibanarius* sacrificed full barding for mobility. The Sassanid *clibanarius* used open order (an irregular and strung-out single line) and functioned more like armored horse archers than mounted phalanxes of spears. They never lost the opportunity to deliver devastating charges, but more importantly, they

kept pace with the Hunnish light cavalry that invaded the Persian Empire on their own accord or in the service of the Roman Empire.

The elite regiments of *clibanarii*, such as the Imperial Bodyguard (*pushtighban*) and the Sacrificers of Their Lives (*gyanavspar*) brought an impressive array of equipment and arms to muster. In addition to half-barding for his mount, the best-equipped *clibanarius* wore chainmail, breastplate, helmet, greaves, and shield. He primarily fought with lance and bow (he carried two), but also engaged enemies with the sword, mace, and light axe. The *clibanarius* used a lighter lance than the older *xyston*, enabling the rider to use it one-handed (often depicted using it over hand).

Late Roman and Byzantine Cataphract: The Roman Empire imitated the equipment and fighting styles of its enemies, especially the Sarmatians and Persians. Roman shock cavalry operated in dense formations and used the *kontos*, a two-handed spear adopted from the Sarmatian noble steppe warriors and very similar to the ancient Greek *xyston*. True *cataphract* units disappeared from the army in the sixth century CE, replaced by the heavy cavalry formations of Germans and native East Romans that behaved differently than the old *cataphracts*, even if sometimes similarly equipped. During this time, the cavalry units began to employ the *kontarion*, a lighter version of the *kontos* that could be used with only one hand. These horsemen often dismounted to fortify battle lines held by poorly trained infantry.

The Byzantine *cataphracts* truly reemerged in the tenth century as units of *klibanophoroi*. The *klibanophoros's* long corselet and gauntlets consisted of several layers of chain and padding armor, while a metal helmet, arm braces, greaves, and over-shoes protected his extremities. Only his eyes remained uncovered. In addition to the *kontarion*, the *klibanophoros* carried a sword, dagger, and darts; an officer also carried a mace. They deployed in blunt-nosed wedges (usually with horse archer support from the middle ranks) and rolled over their foes at a gallop instead of relying on wild charges.

EARLY CATAPHRACT (HELLENIZED ASIAN) EQUIPMENT

Item	Weight	Cost
Light warhorse	—	150 gp
Bit & bridle	1 lb.	2 gp
Military saddle	30 lb.	20 gp
Scale barding	60 lb.	200 gp
Mount subtotal	*91 lb.*	*372 gp*
Noble's outfit	10 lb.	75 gp
Scale mail with bearded helmet	30 lb.	50 gp
Xyston (longspear)	9 lb.	5 gp
Kopis (kukri)	2 lb.	8 gp
Rider subtotal	*51 lb.*	*138 gp*
Total	**142 lb. + rider**	**510 gp**

SASSANID CLIBANARIUS EQUIPMENT

Item	Weight	Cost
Light warhorse	—	150 gp
Bit & bridle	1 lb.	2 gp
Military saddle	30 lb.	20 gp
Chain shirt barding	50 lb.	400 gp
Mount subtotal	*81 lb.*	*572 gp*
Noble's outfit	10 lb.	75 gp
Half-plate armor	50 lb.	600 gp
Buckler	5 lb.	15 gp
Lance	10 lb.	10 gp
Longsword	4 lb.	15 gp
Light mace	4 lb.	5 gp
Composite shortbows (2)	4 lb.	150 gp
Arrows (40)	6 lb.	2 gp
Rider Subtotal	*93 lb.*	*872 gp*
Total	**174 lb. + rider**	**1,444 gp**

BYZANTINE KLIBANOPHOROS EQUIPMENT

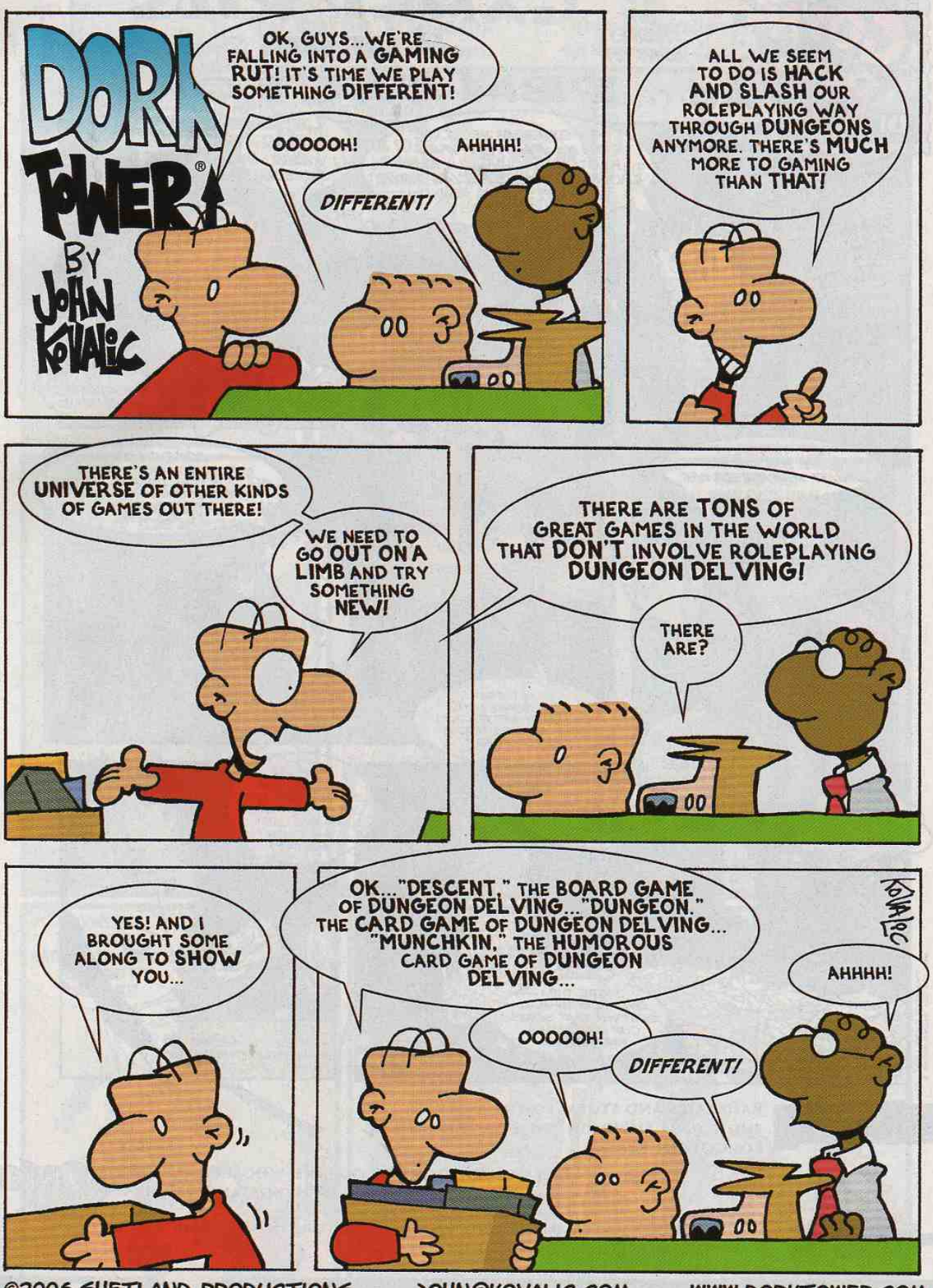
Item	Weight	Cost
Light warhorse	—	150 gp
Bit & bridle	1 lb.	2 gp
Military saddle	30 lb.	20 gp
Scale barding	60 lb.	200 gp
Mount subtotal	*91 lb.*	*372 gp*
Traveler's outfit	5 lb.	1 gp
Chainmail	25 lb.	150 gp
Light wooden shield	5 lb.	3 gp
Kontarion (lance)	10 lb.	10 gp
Longsword	4 lb.	15 gp
Darts (4)	2 lb.	1 gp
Light mace	4 lb.	5 gp
Rider subtotal	*55 lb.*	*185 gp*
Total	**146 lb. + rider**	**557 gp**

Nodwick

by Aaron Williams
www.nodwick.com

"Where do contractors go when they get their job half done?" -Gallagher

THIS USED TO BE THE FORTRESS OF KING KHONG DEMUVEE, BUT CENTURIES AFTER HIS REIGN, IT'S BECOME A HAVEN FOR MONSTERS AND EVIL!
SO HIS SEVERAL-GREAT GRANDSON HAS HIRED US TO SEE WHAT WE CAN DO WITH THE FAMILY HOMESTEAD.
WE'LL BE USING OUR TEAM'S SKILLS AND CAN-DO ATTITUDE TO COMPLETELY UN-NAUGHTY THIS PROPERTY ON...
Extreme
10' ROOM BY 10' ROOM WITH AN ORC GUARDING A CHEST
MAKEOVER
CASTLE EDITION
UH-OH. OUR ASSISTANT, NODWICK, HAS DISCOVERED A GREEN SLIME INFESTATION IN THE HALL. GOOD THING WE BROUGHT PLENTY OF FIRE!
CRUCIBLE OF BURN, BABY, BURN
HE'S ALSO FOUND THAT MOST OF THE FIXTURES ARE MAGICALLY ANIMATED! I SURE HOPE NONE OF THOSE ARE LOAD-BEARING GOLEMS!
TSK! AND JUST LOOK AT THIS! EVERYTHING UNDER THE FIRST FLOOR IS CRAWLING WITH UNDEAD! THAT DOESN'T BODE WELL FOR THE JOISTS!
LOOKS LIKE THE ATTIC HAS A GATEWAY TO AN OUTER PLANE! AND IT'S UNSTABLE!
BETWEEN THIS AND THE BAD DRAINAGE, IT'S GOING TO BE A MEGA CHALLENGE!
WE SEE THIS KIND OF THING ALL THE TIME.
HOURS LATER...
WELL, THE JOB'S ALL DONE!
INDEED. EVERY PROBLEM THAT PLACE HAD IS TAKEN CARE OF.
MY CASTLE! IT'S—
A ROCK GARDEN. BELIEVE ME, YOU'RE BETTER OFF.
SEE YOU NEXT TIME!


DORK TOWER®
By JOHN KOVALIC
OK, GUYS... WE'RE FALLING INTO A GAMING RUT! IT'S TIME WE PLAY SOMETHING DIFFERENT!
OOOOOH!
AHHHH!
DIFFERENT!
ALL WE SEEM TO DO IS HACK AND SLASH OUR ROLEPLAYING WAY THROUGH DUNGEONS ANYMORE. THERE'S MUCH MORE TO GAMING THAN THAT!
THERE'S AN ENTIRE UNIVERSE OF OTHER KINDS OF GAMES OUT THERE!
WE NEED TO GO OUT ON A LIMB AND TRY SOMETHING NEW!
THERE ARE TONS OF GREAT GAMES IN THE WORLD THAT DON'T INVOLVE ROLEPLAYING DUNGEON DELVING!
THERE ARE?
YES! AND I BROUGHT SOME ALONG TO SHOW YOU...
OK... "DESCENT," THE BOARD GAME OF DUNGEON DELVING... "DUNGEON," THE CARD GAME OF DUNGEON DELVING... "MUNCHKIN," THE HUMOROUS CARD GAME OF DUNGEON DELVING...
OOOOOH!
DIFFERENT!
AHHHH!
KOVALIC

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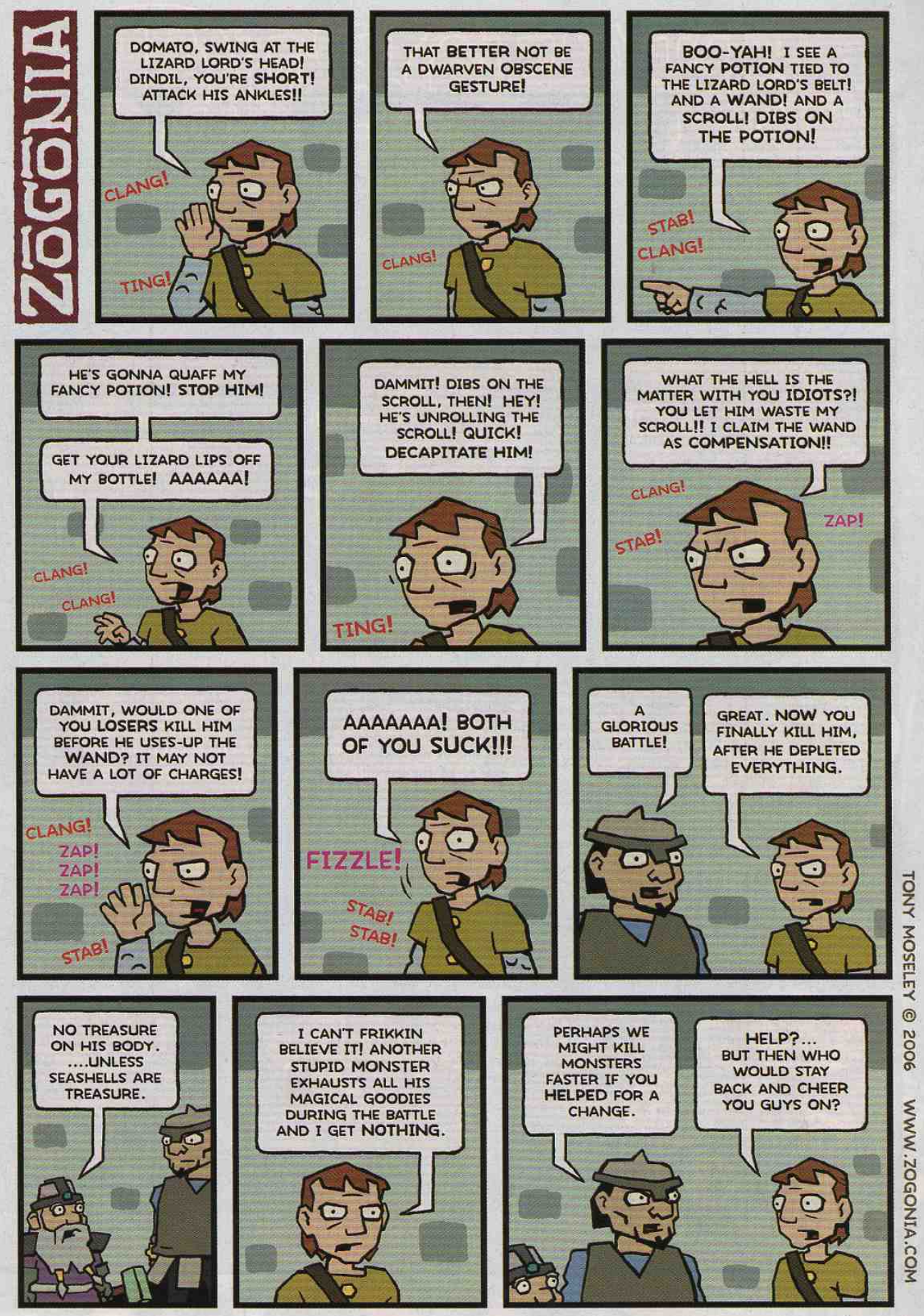
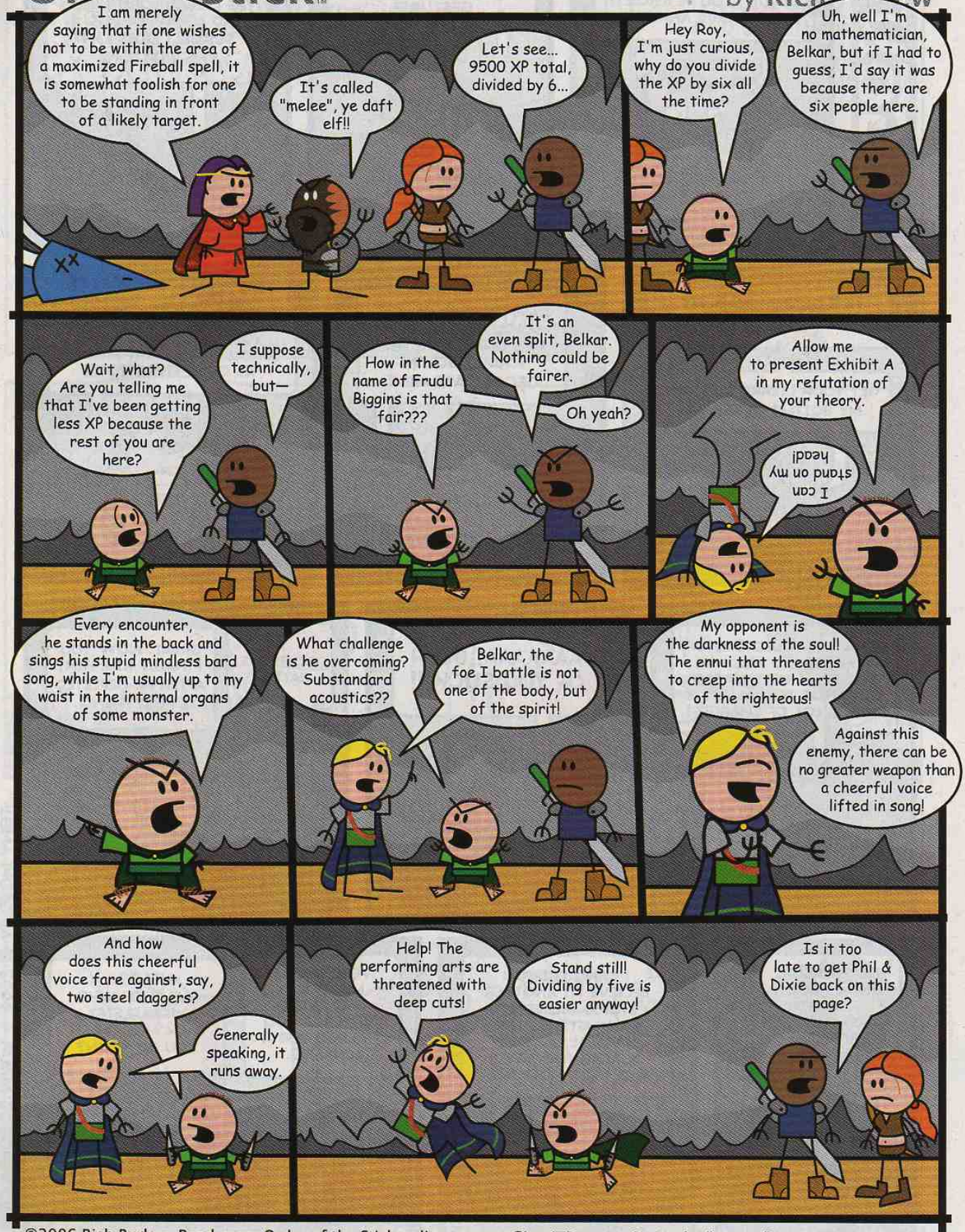

ZOGONIA
DOMATO, SWING AT THE LIZARD LORD'S HEAD! DINDIL, YOU'RE SHORT! ATTACK HIS ANKLES!!
CLANG!
TING!
THAT BETTER NOT BE A DWARVEN OBSCENE GESTURE!
CLANG!
BOO-YAH! I SEE A FANCY POTION TIED TO THE LIZARD LORD'S BELT! AND A WAND! AND A SCROLL! DIBS ON THE POTION!
STAB!
CLANG!
HE'S GONNA QUAFF MY FANCY POTION! STOP HIM!
GET YOUR LIZARD LIPS OFF MY BOTTLE! AAAAAA!
CLANG!
CLANG!
DAMMIT! DIBS ON THE SCROLL, THEN! HEY! HE'S UNROLLING THE SCROLL! QUICK! DECAPITATE HIM!
TING!
WHAT THE HELL IS THE MATTER WITH YOU IDIOTS?! YOU LET HIM WASTE MY SCROLL!! I CLAIM THE WAND AS COMPENSATION!!
CLANG!
STAB!
ZAP!
DAMMIT, WOULD ONE OF YOU LOSERS KILL HIM BEFORE HE USES-UP THE WAND? IT MAY NOT HAVE A LOT OF CHARGES!
CLANG!
ZAP!
ZAP!
ZAP!
STAB!
AAAAAAA! BOTH OF YOU SUCK!!!
FIZZLE!
STAB!
STAB!
A GLORIOUS BATTLE!
GREAT. NOW YOU FINALLY KILL HIM, AFTER HE DEPLETED EVERYTHING.
NO TREASURE ON HIS BODY. ....UNLESS SEASHELLS ARE TREASURE.
I CAN'T FRIKKIN BELIEVE IT! ANOTHER STUPID MONSTER EXHAUSTS ALL HIS MAGICAL GOODIES DURING THE BATTLE AND I GET NOTHING.
PERHAPS WE MIGHT KILL MONSTERS FASTER IF YOU HELPED FOR A CHANGE.
HELP?... BUT THEN WHO WOULD STAY BACK AND CHEER YOU GUYS ON?

TONY MOSELEY © 2006 WWW.ZOGONIA.COM

The Order of the Stick™

by Rich Burlew


I am merely saying that if one wishes not to be within the area of a maximized Fireball spell, it is somewhat foolish for one to be standing in front of a likely target.
It's called "melee", ye daft elf!!
Let's see... 9500 XP total, divided by 6...
Hey Roy, I'm just curious, why do you divide the XP by six all the time?
Uh, well I'm no mathematician, Belkar, but if I had to guess, I'd say it was because there are six people here.
Wait, what? Are you telling me that I've been getting less XP because the rest of you are here?
I suppose technically, but—
How in the name of Frudu Biggins is that fair???
It's an even split, Belkar. Nothing could be fairer.
Oh yeah?
Allow me to present Exhibit A in my refutation of your theory.
I can stand on my head!
Every encounter, he stands in the back and sings his stupid mindless bard song, while I'm usually up to my waist in the internal organs of some monster.
What challenge is he overcoming? Substandard acoustics??
Belkar, the foe I battle is not one of the body, but of the spirit!
My opponent is the darkness of the soul! The ennui that threatens to creep into the hearts of the righteous!
Against this enemy, there can be no greater weapon than a cheerful voice lifted in song!
And how does this cheerful voice fare against, say, two steel daggers?
Generally speaking, it runs away.
Help! The performing arts are threatened with deep cuts!
Stand still! Dividing by five is easier anyway!
Is it too late to get Phil & Dixie back on this page?

©2006 Rich Burlew Read more Order of the Stick online at www.GiantITP.com. Or Maybe "Wormy"?